

THE OFFICIAL GUIDE FROM

NINTENDO
POWER



NINTENDO
GAMECUBE™

PIKMIN™



THE OFFICIAL
Nintendo
PLAYER'S GUIDE

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PikminTM 3

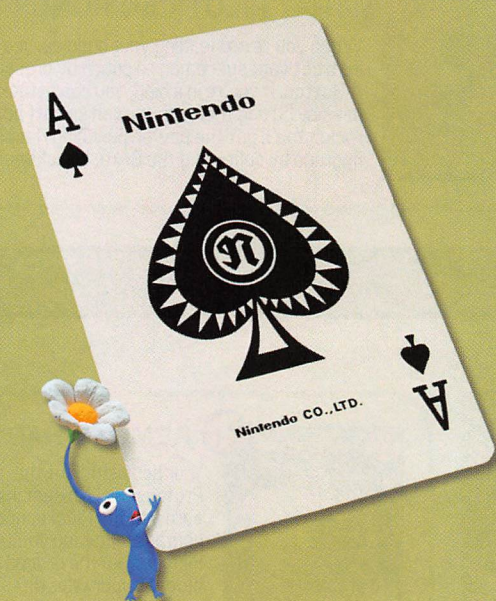


THE OFFICIAL NINTENDO PLAYER'S GUIDE

Salvage a Victory for Mocotate Freight

Never one to stop and smell the flowers, Captain Olimar was too busy trying to blast off from the planet of the Pikmin on his first visit to see that the landscape is loaded with Poko-worthy prizes. That's good, because Olimar's company, Mocotate Freight, needs cash—lots and lots of it. Some may not see the value in bottle caps and marbles, discarded vegetables and rusty cook-
wear, but one spaceman's trash is another one's treasure. Now, if only Olimar had a way to collect all that stuff. Maybe the Pikmin will help again. . . .





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GAME BASICS

Green thumb or not, you'll take to cultivating and controlling Pikmin with ease. Move, pluck and toss—you're on your way!



Control the Chaos

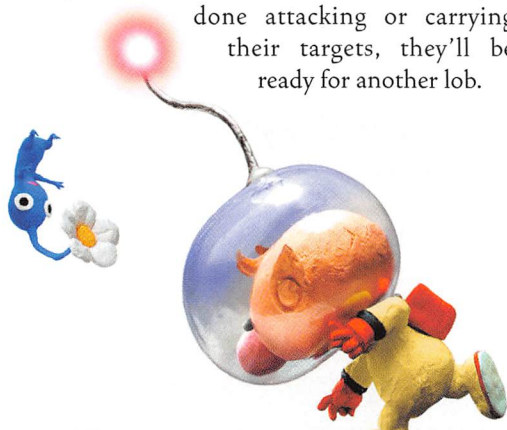
Every button and stick on the GCN Controller has a can't-live-without-it function in Pikmin 2. You'll learn to make the most out of the moves as you build your Pikmin army and take on the world's crawling critters.



1 A Button

PLUCK AND THROW

Pikmin are resilient creatures. You can pull them out of the ground by grasping the stems on top of their heads, and toss them by the scruffs of their necks. After they're done attacking or carrying their targets, they'll be ready for another lob.



Position your pilot in front of a planted Pikmin and press A to pull the sprout out of the ground. When the Pikmin in your party are within your grasp, press A to pick up each one and throw it toward the target cursor.



! THAT PILOT CAN PUNCH

When you're not leading your buddies, you can instruct your spaceman to punch by pressing the A Button. If you're in a bind, you can attack enemies by hitting them, or you can set off bomb-rocks. You'll get the power-punching Rocket Fist upgrade by collecting the Brute Knuckles.

2 B Button

CALL THE TROOPS

Each Pikmin leader is equipped with a whistle. A tap of the B Button will sound the whistle and call all Pikmin within range of the targeting cursor onto your pilot's team. Hold the button to sustain a whistle toot for about two seconds. When a Pikmin's top glows, the Pikmin is inactive.



! REMOTE HARVEST

Your acquisition of the Professional Noisemaker will earn you the Pluckaphone upgrade, allowing you to pull Pikmin from the ground by blowing your whistle.

3 Control Stick

MOVE AND POINT

By moving the Control Stick, you can direct your pilot to run and turn. His Pikmin forces will follow as fast as their little legs can carry them. The targeting cursor is always in front of the pilot and remains a constant distance away from him as he runs.



4 C Stick

MANIPULATE THE MOB

You can move all of the sprouts under your pilot's control as a group by using the C Stick. When the Pikmin are under the influence of the C Stick, they will automatically attack enemies and pick up objects. After they begin a task, you'll lose control over them.



5 X Button

SORT THE TROOPS

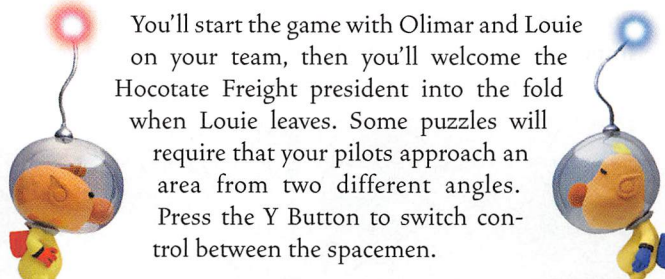
Pikmin of different colors have different abilities. Press the X Button to make all of the Pikmin under your pilot's control separate into groups by color. Then use the whistle to take control over a single-color squad.



6 Y Button

PASS CONTROL BETWEEN PILOTS

You'll start the game with Olimar and Louie on your team, then you'll welcome the Hocotate Freight president into the fold when Louie leaves. Some puzzles will require that your pilots approach an area from two different angles. Press the Y Button to switch control between the spacemen.



TAKE A NAP

Your acquisition of the Five-man Napsack will enable your pilots to rest unharmed. When a pilot is not in direct control of any critters, press the X Button to make him lie down. Pikmin in his proximity will carry him to the ship.



7 Start Button

STOP AND PONDER

As you're exploring an area, press the Start Button to stop the action and review your status. You can cycle through two screens' worth of useful information and a menu by pressing the L and R Buttons.

PIKMIN STATISTICS

The left side of the Radar screen offers information on the number of Pikmin in each Pikmin ship (a.k.a. "Onion"), the rocket's current Pikmin count, the size of your leader's squad and the number of free-roaming Pikmin in the area.



SPRAYS AND KIT ITEMS

From the Radar screen, press the L Button to see the items currently in your Exploration Kit and the availability of Pikmin-empowering Ultra-Spicy Spray and enemy-petrifying Ultra-Bitter Spray.

RADAR MAP

The right side of the Radar screen shows a map that outlines the shape of the area and the location of every Pikmin. It's a useful tool as sunset draws near and you attempt to collect your troops.

8 L Button

TURN THE CAMERA

When you press the L Button, the camera will move behind the current Pikmin leader, giving you a better view of what you're aiming at when you toss your plant pals. Press and hold the L Button to have the camera rotate as your character turns. Hold L and move the Control Stick to look around.



9 Z Button

TILT THE CAMERA

The camera's default position gives you an angled view, up and away from the pilot under your control. By pressing the Z Button, you can cycle between that view and one that is directly above the pilot. The overhead view gives you a better idea of the way the immediate area is laid out.



10 R Button

PUSH FORWARD, PULL BACK

Press the R Button to cycle through three camera distances, from a close-up to a far-off shot that gives you a good view of a large Pikmin army and your surroundings.



The camera at its closest offers a detailed view of the pilot's immediate area. A squad of 100 Pikmin just fits in the view, as long as they're standing still. When you are interested in seeing your distant surroundings, switch to the faraway view. It'll allow you to travel quickly without leaving any of your troops behind.



GO THE GROUND FLOOR

By holding the R Button and pressing the B Button, you'll switch to a low-to-the-ground view that gives you a close look at your pals. You'll be at a disadvantage if you try to battle bugs from the low angle, but it's good to see the crew from their view now and again.

11 Control Pad

SORT YOUR TROOPS DYNAMICALLY

Press and hold the A Button, then press Left and Right on the Control Pad to shift Pikmin of different colors to the front of the pack. Press Up and Down to cycle between leaves, buds and flowers.



RELEASE ULTRA-SPICY SPRAY

As long as you have at least one dose of Ultra-Spicy Spray in your possession, you can spritz your troops by pressing Down on the Control Pad. They'll become faster and stronger for a limited time.



RELEASE ULTRA-BITTER SPRAY

When you have the juice of Ultra-Bitter Berries, you can release Ultra-Bitter Spray by pressing Up on the Control Pad. The mist turns enemies into stone for a short time.



Recruit Your Troops

A lot of tasks call for large groups of Pikmin. You can control up to 100 of them at a time and hold many more in the Onions and the ship. The accumulation and evolution of your little buddies are a big part of the game. Learn to use pellets, Candypop Buds and nectar to shape your squad.

Promote Sprout Production

COLLECT PELLETS AND BUG BODIES

Pellet Posies and some defeated enemies leave pellets behind. The number on a pellet shows the minimum number of Pikmin required to carry the item back to the landing site. Your troops also transport bug bodies. When Onions absorb pellets and bodies, they produce Pikmin sprouts.



The numbers above an item show the minimum number of Pikmin required to carry it and the number currently assigned to the job (purples count as 10). When pellets match the color of the Onion, the Onion creates extra sprouts.

CANDYPOP COLOR CHANGE

White and purple Pikmin are new to Pikmin 2. The only way to add the latest Pikmin onto your team is to transform other types of Pikmin in Candypop Buds. Violet Candypops create purple sprouts while Ivory Candypops release white ones. Use Queen Candypops to generate common-colored Pikmin.

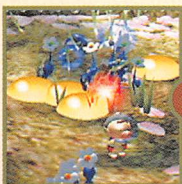


LET THEM GROW

When an Onion or Candypop Bud produces sprouts, the young Pikmin stay in the ground until your pilot pulls them out or calls them with the Pluckaphone. Pikmin start with leaves on their heads, then they develop buds and flowers if you let them mature.



If you have the time, let your Pikmin sprouts flower in the ground. Flowered Pikmin run faster than their leaf-and-bud wearing siblings. They're also more durable.



INSTANT FLOWERS

If you let your plucked Pikmin soak up enough nectar, they will flower. You can uncover nectar by letting your Pikmin investigate certain patches of grass and rocks, by breaking eggs, by knocking Honeywisps out of the sky, by defeating certain petrified enemies or by squashing some bugs.



When you have a lot of sprouts to pull from the ground, press the A Button repeatedly. Both pilots in your team will pitch in and pull Pikmin, automatically walking from one sprout to the next.



The Power of the Pikmin

They're small, but Pikmin have strength beyond their size, and the willingness to work as team. They're not the smartest sprouts in the galaxy, though, and they'll walk into danger without your guidance. The secret to salvaging success is to know which Pikmin are best suited to each task, and to lead them every step of the way.

Red Pikmin

The first Pikmin that you'll befriend have a rosy glow and a resistance to extreme heat. Red Pikmin cannot be harmed by fire, which makes them your number-one choice for dealing with flaming spouts and Fiery Blowhogs. While other Pikmin will run around with their leaves ablaze and eventually go up in smoke, the reds will remain intact.



Purple Pikmin

Deep in the underground, Violet Candypop Buds transform normal sprouts into super Pikmin—ones with 10 times the strength and 10 times the heft of their puny siblings. They are so heavy, they shake the ground when they land, stunning enemies nearby.



Blue Pikmin

The cool blue ocean feels like home to the azure sprouts known as blue Pikmin. Whether you're battling nasty puddle-dwellers, knocking down barriers that are surrounded by water or carrying treasure across a flooded expanse, the blues are your Pikmin of choice.



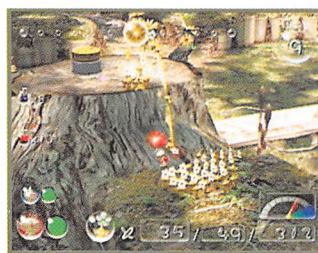
White Pikmin

Poison gas pours from pipes and forms clouds around Doodlebugs. When exposed to gas, most Pikmin choke, but white Pikmin are immune. Since they're infused with poison, they damage the enemies that gobble them up. Use them to root out buried prizes and to carry items faster than any other Pikmin type.



Yellow Pikmin

The light and energized sunshine-colored sprouts reach heights unobtainable by their peers. When you spy a treasure on a high perch, the only way to claim it might be to toss high-flying yellows up to it. The bright mites are also resistant to electricity.



BULBMIN

They look like Bulborbs, but leaf-sporting Bulbmin will help you after you defeat their leaders and call them with your whistle. They can withstand exposure to fire, water, electricity and poison, but they can't leave the underground.



All in a Day's Work

The days go by quickly on the field—on each day you have from sunrise to sunset to beat the beasts and collect the treasures scattered throughout the surface world. You'll also be busy gathering berries to make Ultra-Bitter and Ultra-Spicy Sprays and collecting pellets and bug bodies to produce more Pikmin.

Watch the Signs to Conduct a Smooth Operation

The screen is loaded with information that will help you manage your treasure retrieval and keep track of your Pikmin population. Keep an eye on the numbers to ensure that you don't leave any Pikmin behind at day's end.

PILOT HEALTH

Circle meters display the current health of your pilots. They regenerate overnight and on your return from the underground.



DAY METER AND CURRENT DATE

When you're above ground, a sun icon travels from the left side of the screen to the right side to show the passing of time. If Pikmin are unaccounted for at the end of a day, they'll be devoured by enemies after sunset. The number in the upper-right corner displays how many days you've journeyed so far.

PIKMIN THAT SURVIVE SUNSET

Pikmin Under Olimar or Louie's Command

Active and Inactive Pikmin at Your Landing Site

Planted Pikmin Sprouts

PIKMIN POPULATION

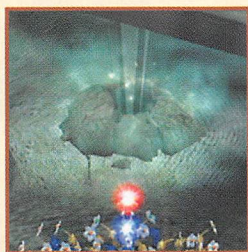
The first two numbers at the bottom of the screen show how many Pikmin are under your direct control and the total number of your Pikmin in the field. The last number displays the current Pikmin population, both in the field and in the ships. The Pikmin icon to the left of the numbers depicts the next Pikmin that you will fling.

100 PIKMIN AT A TIME

Up to 100 Pikmin can run free in the field, including wild Pikmin and Bulbmin. If you've reached the limit and you continue to produce Pikmin above ground by collecting pellets and bug bodies, the new Pikmin will stay in the Onions and will not mature in the ground.

Venture Underground

New for Pikmin 2, underground passages contain tons of treasure and lots of tough enemies. Time stands still below the surface, allowing you to explore thoroughly. Your progress is saved after you enter a passage and between sublevels.



UNDERGROUND SHUFFLE



The starting point and the locations of enemies, nectar and treasures move around every time you return to an underground sublevel. Candypop Buds that were previously present sometimes fail to show. If you are not successful on a sublevel trial, you can reset to your last save and try a different arrangement.



RETREAT WHEN READY

You'll find an exit geyser on every cave's final floor and on some other sublevels. You can leave the underground at any time by giving up and escaping through the pause-screen menu, but you'll leave the treasures behind unless you find a geyser. Flags mark caves that you've mined of all treasures.

End-of-the-Day Report

At the end of every day, your ship will brief you on the treasure collected and the state of your Pikmin population, letting you know which types increased in number and which ones decreased.



NEWS FROM HOME



The president of Hocotate Freight and Olimar's and Louie's family members chime in with daily e-mails. Read the messages and save your progress, then move on to the next adventure.





Make the Most of the Maps

The world of Pikmin 2 awaits. A brief overview of the guide pages will tell you where to go and what to look out for. The maps clue you in on the locations of valuable salvage, dangerous areas and power-giving items that will make great additions to your exploration kit. What are you waiting for? Treasures don't collect themselves!

ABOVE-GROUND MAP KEY

1

Treasure

The map key for each area lists surface treasures and their Poko values.



Berry Plants

Red and purple berry icons identify plants that produce Ultra-Bitter and Ultra-Spicy Sprays, respectively.



Nectar and Sprays

Two nectar icons point out places in the ground where your Pikmin can unearth fluids. The yellow icon is specific to yellow nectar. The multicolored icon marks areas where any variety of nectar or spray may surface.



AREA MAP

Above-ground maps lay out the adventure's four outdoor areas. They show the locations of caves and surface treasures, each numbered for recommended collection order and quick reference.

RECOMMENDED PIKMIN

25 25 10 10

Your success hinges on the makeup of your Pikmin party. Some Pikmin are better suited for getting past specific hazards than others. For example, yellow Pikmin can withstand exposure to electricity. We recommend how many of each Pikmin type you should take on a mission.



CAVE ENEMIES

For tips on defeating the myriad underground dwellers, consult the Piklopedia starting on page 114.

HELPFUL ITEMS ON A DUNGEON SUBLEVEL



Candypop Buds

Icons reveal the levels on which you can find Candypop Buds. Use them to transform your Pikmin into the flowers' colors to further your underground effort.



Queen Candypop Buds

Some Candypop Buds cycle through colors. You can use them to produce and transform Pikmin. Their icons have multicolored petals.



Nectar and Spray

Egg-shaped containers and some enemies hold nectar for your Pikmin or spray for your pilots. Tricolored icons mark sublevels where you can find them.



Geysers to the Surface

If the going gets tough and your Pikmin forces have dwindled, consider seeking higher ground. Icons point out the locations of geysers that will take you, your Pikmin and your treasures to the surface.

ABOVE-GROUND TREASURE MAP

The walk-through includes step-by-step collection advice for above-ground treasures, along with maps that pinpoint every step.

CAVE CHECKLIST

Subterranean areas are loaded with valuable—and sometimes very helpful—salvage. Checklists detail the contents of each cave. The caves are labeled on the maps with lettered flags.



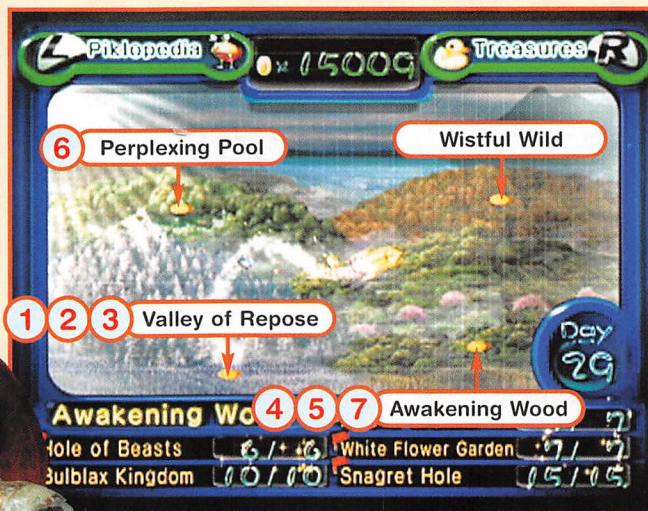
BEGIN



Grand Total of Treasures: **26,985 Pokos**

Expedition Explanation

You'll start your adventure in the Valley of Repose, where you'll befriend a group of red Pikmin and find a crucial part for your ship. By following our seven starting steps, you'll expand your Pikmin army and discover new destinations to visit.



The four worlds of Pikmin 2 have climates that recall the four seasons. You'll explore three of the worlds as you gather all the Pikmin types in the first section of your journey.



1 Red Pikmin

First things first. A small group of red Pikmin will kindly accept your guidance in the Valley of Repose and help your separated travelers, Olimar and Louie, reunite.

SEE PAGE 16 FOR DETAILS



2 Purple Pikmin

A journey into the Emergence Cave will lead you to a Violet Candypop Bud. Toss red Pikmin into the flower and watch it create purple Pikmin. The larger, hairier creatures will help you move very heavy items.

SEE PAGE 17 FOR MORE DETAILS



3 Spherical Atlas

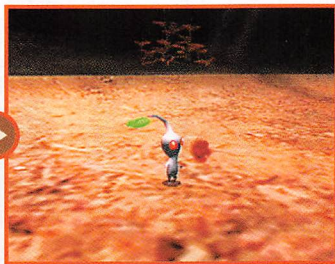
Some items are worth more than merely Pokos. The Spherical Atlas, which you'll find in the Emergence Cave, is coded with information that will aid your ship in finding the Awakening Wood.

SEE PAGE 17 FOR MORE DETAILS



4

A white mouse with large red eyes is holding a large pink flower with a green stem. The mouse is standing on its hind legs, and the flower is held high above its head. The background is a light beige color with a horizontal orange line near the top.



5

Geographic Projection

Decoding complete! As I surmised, this chip contains additional topographic data.



6



7



Treasure the Experience

Debt: **PAID** 10,000 Pokos



VALLEY OF REPOSE

A soft landing in the Valley of Repose's snow will get you off on the right foot. Gather your Pikmin and search for salvage.

Above-Ground Map Key

7 Treasures: 990 Pokos



Purple Berries



Red Berries



Nectar



Random Nectars

1 Courage Reactor

280 Pokos

2 Utter Scrap

170 Pokos

3 Spiny Alien Treat

50 Pokos

4 Pink Menace

100 Pokos

5 Fossilized Ursidae

160 Pokos

6 Temporal Mechanism

110 Pokos

7 Unspeakable Wonder

120 Pokos

A Emergence Cave

3 Treasures: 480 Pokos

Quenching Emblem

100 Pokos

Citrus Lump

180 Pokos

Spherical Atlas

200 Pokos

B Subterranean Complex

16 Treasures: 1,480 Pokos

Nouveau Table

100 Pokos

Exhausted Superstick

50 Pokos

Spirit Flogger

70 Pokos

Network Mainbrain

100 Pokos

Superstrong Stabilizer

60 Pokos

Omega Flywheel

60 Pokos

Coiled Launcher

70 Pokos

Mystical Disc

75 Pokos

Adamantine Girdle

70 Pokos

Repair Juggernaut

85 Pokos

Vacuum Processor

100 Pokos

Space Wave Receiver

80 Pokos

Indomitable CPU

100 Pokos

Furious Adhesive

60 Pokos

Thirst Activator

300 Pokos

Stellar Orb

100 Pokos

C Frontier Cavern

15 Treasures: 1,395 Pokos

Essential Furnishing

100 Pokos

Essence of Rage

70 Pokos

Joy Receptacle

60 Pokos

Icon of Progress

85 Pokos

Danger Chime

120 Pokos

Fleeting Art Form

75 Pokos

Gemstar Husband

100 Pokos

Innocence Lost

100 Pokos

Omniscient Sphere

85 Pokos

Brute Knuckles

100 Pokos

Priceless Statue

80 Pokos

Worthless Statue

80 Pokos

Flame Tiller

120 Pokos

Spouse Alert

120 Pokos

Repugnant Appendage

100 Pokos





1 Courage Reactor

280 Pokos

20 — — — —

The coppertop Courage Reactor will give your mission a charge. Before you can carry the item, you'll have to amass a 20-Pikmin-strong army with help from both Captain Olimar and Louie. The test requires light fighting and problem-solving.

STEP 1

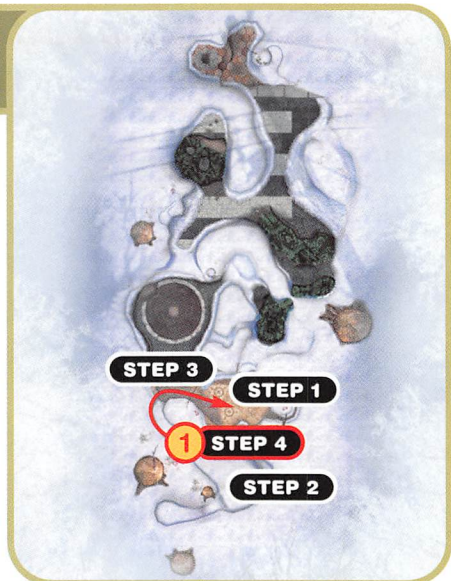


You'll have control over Olimar from the outset. Use your whistle to get the attention of five red Pikmin and instruct them to defeat a Bulborb.

STEP 2



Press Y to switch your control to Louie, and set off to discover the Red Onion, where red Pikmin reside. By collecting pellets from Pellet Posies and letting your Pikmin take them to the Onion, you'll build a substantial group of the little sprouts.



STEP 3

STEP 1

STEP 4

STEP 2

STEP 4



Instruct your army of 20 red Pikmin to dig the Courage Reactor out of the snow and deliver it to your ship. The day will end automatically.



2 Utter Scrap

170 Pokos

40 — — — —

You'll start Day 2 with 20 Pikmin and opportunities to build a budding army. Send your Pikmin in search of pellets and watch as they produce more Pikmin. If you're in need of additional pellets, find them near Louie's original starting point.

STEP 1



Your search will lead you to another air-filled bag. Toss 35 Pikmin onto the obstacle to let the air out. You'll gain access to the area where the treasure rests.

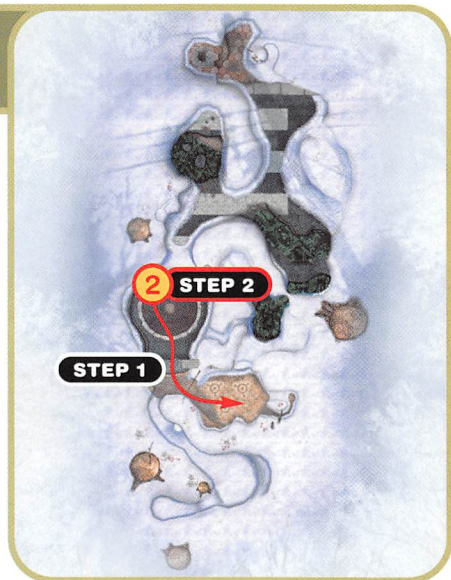
STEP 2



Before you send your Pikmin to the Utter Scrap, have the creatures defeat the Red Bulborb in the middle of the arena. A group of 15 should do the job. Aim for the beast's back and whistle for your fighters before they're thrown off.



With the Bulborb out of the picture, the way to the crushed-can prize will be clear. Recruit 35 Pikmin to carry the treasure to your ship. Then get 10 Pikmin to bring the Bulborb's body to their Onion for production of a dozen more plant pals.



STEP 2

STEP 1



A Emergence Cave

The bulk of the planet's treasure is underneath its surface. Your first chance to explore the underground is in the Emergence Cave. Bring a band of at least 50 red Pikmin into the cavern with you and seek out the information-encoded Spherical Atlas.



CAVE ENEMIES

Snow Bulborb

Any number of Pikmin can break down the wall that blocks your passage to the Emergence Cave, but the more Pikmin you have on the job, the faster they will complete it.



Sublevel 1

If you visit a cave more than once, you'll notice that your starting point, treasure locations and enemy locations are shuffled, but the numbers of items are always about the same. The Emergence Cave has three treasures and a handful of Snow Bulborbs.

TREASURE



Quenching Emblem
100 Pokos



Citrus Lump
180 Pokos

Beat the Beasts, Grab the Goods

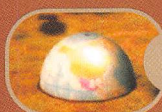


As your Pikmin spill out onto the cave's first level, send them after the Bulborbs first. A well-aimed Pikmin toss will flatten a Bulborb instantly. After the creatures are history, collect the floor's two valuable prizes.

Final Floor

Into the deep you'll go, in search of more subterranean booty. The big treasure on the cave's bottom floor is half of a globe. To claim it you'll have to call on a new type of Pikmin—a hairier and heavier breed that can carry tons of treasure.

TREASURE



Spherical Atlas
200 Pokos

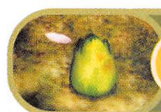
Hatch a Band of World Carriers



Moving the Spherical Atlas requires the strength of 101 standard Pikmin. Since you can't have that many sprouts on your team, you'll need more-powerful help. Toss 10 red Pikmin into the cave's two Violet Candypop Buds to create 10 purple Pikmin, each with 10 times the strength and weight of any other Pikmin type.



The Spherical Atlas contains navigational information that points to the Awakening Wood. Turn to page 28 to continue the journey to the new world.



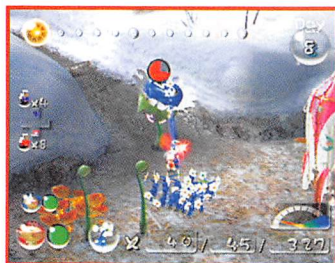
3 Spiny Alien Treat

50 Pokos

— — 30 — 10

After visits to the Awakening Wood and the Perplexing Pool, you'll have a rainbow of Pikmin types to choose from, giving you the tools you'll need to clean up in the Valley of Repose. Blue and white Pikmin are your plants of choice to dig up the Spiny Alien Treat.

STEP 1



You can never have too many blue Pikmin. If you have fewer than 30, spend the time to gather pellets and produce the water-resistant creatures. Blue pellets will give you more blue Pikmin than any other type. Head out into the lake and use your blues to knock down a barrier.

STEP 2



Advance through the water with your blue army and have them gather around a sunken rock formation. The Pikmin will break the formation and cause the lake's water to drain, opening the path for water-wary Pikmin.

STEP 3



Guide a group of white Pikmin to the snowbank near the drained lake and explore the area until the needle of your Treasure Gauge tops out. The pale plants will gravitate to one spot in the snow and unearth the frozen artichoke that is the Spiny Alien Treat.



4 Pink Menace

100 Pokos

— — — 20 10

Like the Spiny Alien Treat, the Pink Menace is buried in the snow, but it's close to a Burrowing Snagret. Before you send a party of white Pikmin to find the prize, you'll want an army of purple Pikmin to go after the beast.



As long as you have enough of them, any type of Pikmin can take out the Snagret. Since purple Pikmin are powerful, they make a good choice. Aim for the beast's head. Once the Snagret is gone, recruit 10 white Pikmin to dig up the treasure.



5 Fossilized Ursidae

160 Pokos

— 30 30 10 —

A satisfying find, the Fossilized Ursidae is a small carving of a fishing bear. You'll do your share of fishing, too, in your journey to collect the item. Start by clearing the path of enemies, then go about retrieving the item from its high perch.

STEP 1



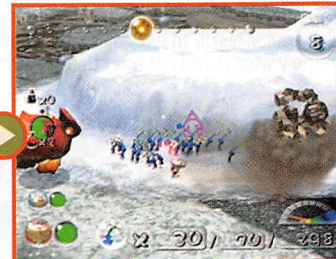
If the Red Bulborb is in its arena, use one of your spacemen to lead a contingent of Pikmin (preferably purple ones), and beat the beast by landing Pikmin on its back. Once your Pikmin have the Fossilized Ursidae, they'll take it through the arena on their way back to the ship.

STEP 2



Use the other spaceman to lead a large group of blue Pikmin through the water in the center of the world and head for the next shore. If the Pikmin come across Water Dumplings, either instruct them to run away or head up a concentrated attack.

STEP 3



A Decorated Cannon Beetle will send Pikmin-seeking boulders rolling toward your troops. Each rock will continue to pursue your creatures until it flattens the lot of them, runs out of steam or hits an object. Stay out of their path and toss your Pikmin onto the beetle's back.

STEP 4



Fiery Blowhogs are your next targets. Take them on one at a time and keep your Pikmin away from their flame-sneezing snouts. If any of your Pikmin catch fire, use your whistle to extinguish them. After the Blowhogs are gone, put your Pikmin on a bridge-building project.

STEP 5



Escort a large group of yellow Pikmin across the bridge and up a slope to the right of the prize. Toss the high-flying sprouts to the path that is level with the fossil. They'll walk down the path by themselves and pick up the treasure.





6 Temporal Mechanism

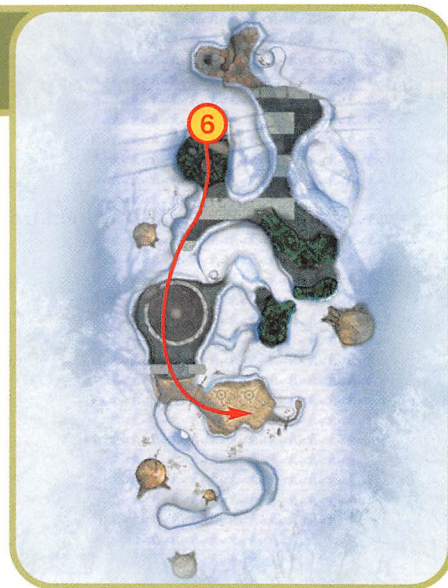
110 Pokos



The Temporal Mechanism is near the resting place of the Fossilized Ursidae. If you've already cleared the way to the fossil, you'll need to take just one step to nab the new prize. Use a large blue contingent for the mission.



A Fiery Bulblax has swallowed the Temporal Mechanism and is sleeping on the other side of a shallow pool. Take care of the pool's Water Dumps then hit the flaming creature with a single blue Pikmin to wake it up. Use your whistle to extinguish the Pikmin and draw the Bulblax into the water. As long as the beast stays in the water, it will not emit flames. Wipe it out with blue Pikmin, then use 30 of them to carry the treasure.



7 Unspeakable Wonder

120 Pokos



Like the Temporal Mechanism, the Unspeakable Wonder is in the Fossilized Ursidae's neighborhood. You can't miss it—it's a crown on a hill. If you've cleared the path for the other treasures, it will remain open for the new item.

STEP 1



A Cloaking Burrow-nit guards the area at the foot of the treasure's hill. Hit the creature with several purple Pikmin but have them avoid the insect's extending mouth. Clear out the Decorated Cannon Beetle before moving on.

STEP 2



Before you go after the Armored Cannon Beetle Larva in the immediate area or make a run for the treasure, pop the Withering Blowhog that floats over the area. Though you can throw yellow Pikmin higher than any other color, you don't need them to reach the Blowhog.

STEP 3



The Decorated Cannon Beetle waits near the top of the hill. Use the remaining purple Pikmin on your squad to beat the beast, staying close to the hillside to avoid rock attacks, then toss 30 yellow Pikmin up to the crown.



B Subterranean Complex

30 30 25 15

It may be unmanageable to take a 100-Pikmin dungeon-crawling party through the long path to the Subterranean Complex if you haven't already cleared the route. Send a small party through the

area first to beat the enemies, then lead the army to the cave. You'll need a full complement to deal with the dangers of the dingy deep.



A Watery Blowhog waits near the poison-spewing wall. Draw the beast away from the obstacle then use purple Pikmin to defeat it. If the Pikmin are hit with water, use your whistle to call them before they drown.



Once the way to the wall is open, send your white Pikmin in to destroy it. They'll go after the source of the poison after the wall is out of the way.

CAVE ENEMIES

Anode Beetle
Armored Cannon
Beetle Larva
Bumbling Snitchbug
Careening Dirigibug
Fiery Dweevil
Gatling Groink
Hairy Bulborb
Munge Dweevil
Snow Bulborb
Swooping Snitchbug
Volatile Dweevil

BOSS:
Man-at-legs



Sublevel 1

Poison and Swooping Snitchbugs fill the cave's upper floor. Deal with the dangers one at a time and employ the services of Pikmin best suited for each task. White Pikmin will be especially useful.

TREASURE



Nouveau Table
100 Pokos



Exhausted Superstick
50 Pokos

Gas Shutoff



Poison-spewing pumps are scattered across the floor. While the rest of your Pikmin are in a safe place, go on patrol with your white Pikmin and instruct them to break the pumps.

Sleeping Giants



The intimidating Hairy Bulborbs can cut down your Pikmin force in a hurry if they wake up. Use purple Pikmin to attack the creatures from behind while they're still asleep.

It's a bird. It's a plane. It's Louie?



Snitchbugs will grab your spacemen and fly with them to the top of the cavern. If a bug has one of the pilots, switch control to the other pilot and toss high-leaping yellow Pikmin at the creature to knock it down. If both go, twirl the Control Stick and press the A Button to free them.



Sublevel 2

The cave's second sublevel is a bomb-rock bonanza. The explosive boulders are everywhere—on the ground and in the air. Keep your Pikmin together and prepare for evasive maneuvers.

TREASURE



Spirit Flogger
70 Pokos



Network Mainbrain
100 Pokos

Blasted Bugs



Careening Dirigibugs aided by balloons produce and drop bomb-rocks. Toss your Pikmin at the creatures to knock them out of the air, but be ready to move your army beyond the blast radius before the rocks explode.



If you find a live bomb-rock on the ground, leave your Pikmin in a safe place and set off the explosive with a punch to clear it out of the way.

Sublevel 3

With three treasures and dangers aplenty Sublevel 3 ups the ante in the Subterranean Complex. There's no time limit in the underground. Think through your moves and proceed with caution.

TREASURE



Superstrong Stabilizer
60 Pokos



Omega Flywheel
60 Pokos



Coiled Launcher
70 Pokos

Rock-and-Roll Showdown



Armored Cannon Beetle Larvae fill the third sublevel. There are so many of the rock-spitting creatures that you can use them against each other. Step between two larvae then step out of the way before they fire.

Fight Blazes with Red Pikmin



Fires spout from holes throughout the sublevel. Before you venture far with your entire Pikmin army, separate the red Pikmin and have them beat down the fire producers.



A Cannon Beetle has ingested the Stabilizer. Defeat it to get the prize.

Sublevel 4

Halfway through the Subterranean Complex, you'll reach a floor that doesn't hold any treasure. What Sublevel 4 does have is Ivory Candypop Buds, which transform any type of Pikmin into white Pikmin. If you want to build up your white-Pikmin population, make the transformations, ride the geyser out of the cave, then return for another transformation opportunity.





Sublevel 5

Littered with all varieties of bomb-rocks, Sublevel 5 is a difficult place to guide a Pikmin army. Leave your little guys at the starting point and go it alone at first. Detonate the bombs with your fists.

TREASURE



Mystical Disc

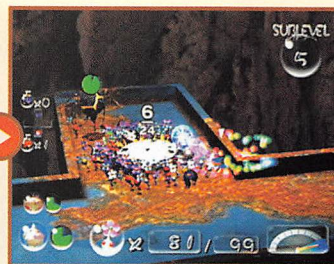
75 Pokos



Adamantine Girdle

70 Pokos

Hitting Rock Bottom



The sublevel is a ramp-filled maze of narrow passages. Even if you've detonated all of the bomb-rocks, more will drop onto the scene over time. As you're overseeing the treasure-collecting effort, keep an eye open for falling explosives and be ready to whistle for your Pikmin.



Sublevel 6



Hazards mix and mingle in Sublevel 6. You'll find poison-producing spouts right next to electrically charged Anode Beetles.

Send specialists out on missions to eradicate one type of hazard at a time, and watch out for Careening Dirigibugs!

TREASURE



Repair Juggernaut

85 Pokos



Vacuum Processor

100 Pokos



Space Wave Receiver

80 Pokos

Tossing Targets



Throw yellow Pikmin onto the backs of the Anode Beetles. Direct hits will flip bugs and make them vulnerable to attacks. Careening Dirigibugs float nearby. Throw yellows at the bomb-rock producers' balloons to knock them to the ground.

Sublevel 7



The deeper you go, the more bomb-rocks you'll find. Leave your Pikmin in a safe place and go on a solo bomb-detonating mission before you attempt to collect any treasure.

TREASURE



Indomitable CPU

100 Pokos



Furious Adhesive

60 Pokos



Thirst Activator

300 Pokos

Get the Groinks



A pair of Gatling Groinks patrols the sublevel. Use purple Pikmin to attack the Groinks' backs and avoid their shots. The Groink on a pedestal has swallowed a treasure. After you defeat the creature, take it to the ship first (it'll begin to regenerate), then grab the treasure.

Detonating Dweevil



When you try to make off with the booty, a Volatile Dweevil will pop up and start the countdown. Order your Pikmin to drop the treasure and run away. After the Dweevil is gone, pick up the prize again and take it to the ship.

Sublevel 8

Like the fourth sublevel, the eighth is a place to rest, find nectar, collect sprays and transform Pikmin in Candypop Buds. You'll find some Queen Candypop Buds, but the most important ones are violet. Use them to create purples.



Final-Floor Boss: MAN-AT-LEGS

The cave boss will be sitting dormant in the middle of the arena when you arrive. Separate your purple Pikmin from the squad and take the grape-colored team in for a preemptive strike. You should knock it down to half of its health before it can even stand up.

TREASURE



Stellar Orb

100 Pokos

! What a bright idea! After you take the Stellar Orb back to the ship, the ship will create the Solar System, which illuminates underground areas.



When the mechanoid spider is standing, ready your purple Pikmin. Wait for it to overheat and lower its body, then launch! Shield yourself behind the sublevel's short walls until the laser-firing creature crouches, then attack it with everything you've got.

Frontier Cavern

20 20 20 20 20

Tucked away in the same general area as the Subterranean Complex and a whole host of treasures, the Frontier Cavern is sur-

rounded by creatures. If you've defeated the gnarly beasts in your other pursuits, getting to the cavern will be a cakewalk.



The Frontier Cavern is on a plateau. You'll have to create a bridge up to its level. With 100 Pikmin on your side, it'll take no time at all.

CAVE ENEMIES

Anode Beetle
Bulbmin
Bulborb Larva
Bumbling Snitchbug
Caustic Dweevil
Decorated Cannon Beetle
Doodlebug
Dwarf Orange Bulborb
Hairy Bulborb
Iridescent Glint Beetle
Mamuta
Snow Bulborb
Spotty Bulbear
Swooping Snitchbug
Unmarked Spectralids
Water Dumple
BOSS:
Empress Bulblax



Sublevel 1

Sublevel 1's catacomb of snow-covered passages is home to two treasures and a large population of camouflaged wildlife. Proceed with caution among the red plants and leave no Pikmin behind.

TREASURE



Essential Furnishing

100 Pokos



Essence of Rage

70 Pokos

Mob the Bulborbs



You can't miss the Hairy Bulborbs, but you may lose their offspring, the Snow Bulborbs, in the whiteness of the cave floor. If you leave some of your Pikmin unattended, they may run up against a pack of the little guys. Keep your group together and toss Pikmin at the Bulborbs for flattening air attacks.



Doodlebugs produce poisonous clouds. Combat them with white Pikmin and let your buds feast on the bugs' nectar.

Sublevel 2

Everything about Sublevel 2—the beasts and the prizes—is huge. Defeat the volatile Cannon Beetles, but leave the Hairy Bulborbs napping unless one of them is carrying a treasure.

TREASURE



Joy Receptacle

60 Pokos



Icon of Progress

85 Pokos

Beat the Blasting Beetles



Although their rolling boulders are extremely dangerous, the Decorated Cannon Beetles are not particularly robust creatures. Attack them with small units of purple Pikmin or trick them into hitting themselves or other enemies with their rocks.



Sublevel 3

Fire, electricity and poisonous gas all come into play in Sublevel 3. Separate your Pikmin by type and have the specialists defuse the hazards to make the area safe for the entire party.

TREASURE



Danger Chime

120 Pokos



Fleeting Art Form

75 Pokos



Gemstar Husband

100 Pokos

Hunt the Spotty Bulbear



After you've cleared the area of static hazards, seek out the treasure-carrying Spotty Bulbear. Use some of your Pikmin as bait for the beast, then attack it from behind with a force of purple plant creatures. Purple spray will also help.

Pick Up Pikmin Wannabes



Leaf-wearing Bulbmin are a cross between Bulborbs and Pikmin. After you defeat the Bulbmin leader, its followers will join your party—provided that you are not already at the 100-Pikmin party limit. They're immune to the planet's myriad hazards.



Sublevel 4

Your yellow Pikmin will get a workout in the cave's middle floor. Leave the other Pikmin in a safe place and take a band of yellows on an expedition to unplug electrical nodes and attack flying creatures.

TREASURE

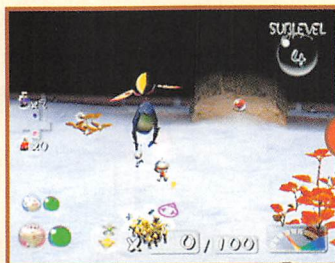


Innocence Lost
100 Pokos



Omniscient Sphere
85 Pokos

Beat the Bumblers



They call the flying fiends in Sublevel 4 Bumbling Snitchbugs, but don't let the name keep you from taking the creatures seriously. The bugs grab your astronauts then toss them to the ground, causing a lot of damage. Throw yellow Pikmin at the fliers to knock them out of the air.



Anode Beetles connect to each other with electrical arcs. Throw yellows at the beetles to cut off the power and put them on their backs.

Sublevel 5

The fifth floor down is a rock garden of snoozing Mamutas. It would normally be advisable to stay away from the punishing creatures, but one of them holds a particularly valuable prize.

TREASURE



Brute Knuckles
100 Pokos

! The Brute Knuckles activate the Rocket Fist upgrade. When your pilots are on their own, they'll be able to fend for themselves with a powerful punch combo.

A Round Pounding



The bulbous Mamutas will knock the health out of your spacemen and smash your Pikmin into the ground. Fight power with power by attacking the rock creatures with purple Pikmin. After you do away with the bruisers, you'll have to pull the pounded sprouts from the soil. Also watch out for the Caustic Dwweevil. After you defeat the long-legged mites, save your non-blue Pikmin from the resulting water bubbles.



Bulbmin won't be able to leave the underground with you unless you transform them into Pikmin in Candypop Buds.

Sublevel 6

Fire spouts and puddles make Sublevel 6 a great place for red and blue Pikmin. Start by using reds to close up the flaming geysers, then travel with the blues on a treasure-collecting mission. Purples will be useful in defeating large enemies.

TREASURE



Priceless Statue
80 Pokos



Worthless Statue
80 Pokos

Divide and Conquer



You may have to deal with Decorated Cannon Beetles and Water Duplicates at the same time. Toss your Pikmin onto the backs of the enemies and be prepared to order a retreat when the beetles release their boulders. Let them duke it out without you.

Clear the Way



Once your Pikmin have the treasure, they'll walk through water and over fire spouts to get back to the ship. Use blue Pikmin for travel by water and use red Pikmin to beat down the flame-producers.

Sublevel 7

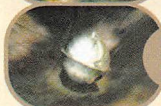
Sublevel 7 is the last stop before you take on the Empress Bulblax in the darkest depths of the Frontier Cavern. Before you descend, be sure to create white Pikmin using the Candypop Bud. The level's Iridescent Glint Beetle holds a prize.

TREASURE



Flame Tiller

120 Pokos



Spouse Alert

120 Pokos

War of the Bulborbs



Orange Bulborbs rule Sublevel 7. Take them on with purple-Pikmin attacks from above, and don't let them get close to the large ones' mouths.

Boulders from Above



A barrage of falling rocks can crush several Pikmin within seconds. Watch for the shadows and be ready to move your troops out of the way.

Final-Floor Boss: EMPRESS BULBLAX

One very large steamroller of a creature and hundreds of its offspring await you on the cavern's final floor. The larvae are easy to deal with one at a time, but their numbers are overwhelming. It will pay off to defeat some of them on your own before you advance with the army.

TREASURE



Repugnant Appendage

100 Pokos

! By bravely putting up with the odor of the Repugnant Appendage, your astronauts will discover that the shoe unlocks the speed-granting Rush Boots in the Exploration Kit.

The Direct Route



Bulborb Larvae head for your ship en masse. If you take the main road to the cavern boss, you'll go face-to-face with a never-ending stream of them. One punch from a spaceman will do the trick.

The Alternate Route



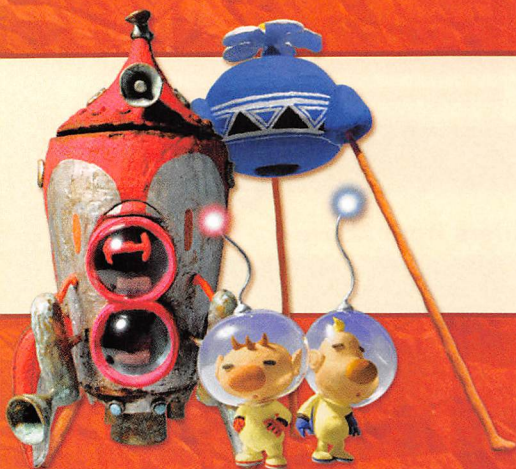
If you don't want to endanger your Pikmin by pitting them against the larvae crowd, toss your forces onto the ledge near the ship then work your way around to them.

The Mother of All Bugs



The rotund ruler of the underground is passive, yet powerful. Use a small group of purple Pikmin to attack the beast's head, then call your troops and retreat when the empress shakes them off and rolls, squashing her larvae. Wait for her to stop, then repeat the attack.





AWAKENING WOOD



Spring has sprung in the Awakening Wood. So, too, has a wide array of nasty creatures. Grow your army and join the war.

Above-Ground Map Key

7 Treasures: 765 Pokos



Purple Berries



Red Berries



Nectar



Random Nectars

- 1 Sunseed Berry
170 Pokos
- 2 Chance Totem
100 Pokos

- 3 Pilgrim Bulb
55 Pokos
- 4 Geographic Projection
200 Pokos

- 5 Healing Cask
60 Pokos
- 6 Decorative Goo
80 Pokos

- 7 Air Brake
100 Pokos

A Hole of Beasts

6 Treasures: 1,100 Pokos

- Stone of Glory
100 Pokos
- Cosmic Archive
230 Pokos
- Strife Monolith
150 Pokos

- Dream Architect
280 Pokos
- Luck Wafer
140 Pokos
- Prototype Detector
200 Pokos

B White Flower Garden

7 Treasures: 580 Pokos

- Alien Billboard
80 Pokos
- Petrified Heart
100 Pokos
- Drought Ender
100 Pokos
- Superstick Textile
80 Pokos

- Toxic Toadstool
30 Pokos
- Survival Ointment
90 Pokos
- Five-man Napsack
100 Pokos

C Bulblax Kingdom

10 Treasures: 1,240 Pokos

- Crystal Clover
150 Pokos
- Tear Stone
150 Pokos
- Olimarnite Shell
40 Pokos
- Crystal King
110 Pokos
- Unknown Merit
100 Pokos

- Anxious Sprout
50 Pokos
- Colossal Fossil
140 Pokos
- Eternal Emerald Eye
150 Pokos
- Forged Courage
100 Pokos
- Gyroid Bust
250 Pokos

D Snagret Hole

15 Treasures: 1,215 Pokos

- Crystallized Telekinesis
120 Pokos
- Leviathan Feather
10 Pokos
- Combustion Berry
190 Pokos
- Taste Sensation
40 Pokos
- Meat Satchel
40 Pokos
- Heavy-duty Magnetizer
150 Pokos
- Cupid's Grenade
20 Pokos
- Crystallized Telepathy
120 Pokos

- Crystallized Clairvoyance
120 Pokos
- Emperor Whistle
75 Pokos
- Stupendous Lens
120 Pokos
- Science Project
20 Pokos
- Salivatix
30 Pokos
- Triple Sugar Threat
60 Pokos
- Justice Alloy
100 Pokos







1 Sunseed Berry

170 Pokos

40 — — 10 —

You may not realize that it's treasure, but the giant strawberry near the landing site is worth a pile of Pokos. Since it's on a ledge, you'll have to toss your Pikmin up to it then direct them from below.

STEP 1



If you don't defeat the enemies in the area before you collect the Sunseed Berry, the beasts might attack your troops while they're transporting the prize. Hit the Bulborbs with a stream of purples.

STEP 2



Lead your squad to the base of the cliff, then toss a crowd of Pikmin up to the treasure. If the troops don't gravitate to the prize, whistle for their attention and direct them to the berry.



A Hole of Beasts

50 — — 10 —

Your journey through the Hole of Beasts will net you the most useful tool in the game: the Prototype Detector. The item will turn into your Exploration Kit's Treasure Gauge, which you'll use to find valuables and to discover when you've collected all of the items in an area. Dive deep into the cave's five sublevels and emerge with the prize.

STEP 1



On your way to the Hole of Beasts, you'll come across a pair of plants that produce red berries. Send some Pikmin up the stalk to knock down the juice-filled spheres, then have your team carry the berries to your ship. You'll discover that 10 berries produce one dose of Ultra-Spicy Spray.



The mist gives your Pikmin a short burst of speed and strength. Their tops will glow pink while they're under the spray's influence.

CAVE ENEMIES

Female Sheargrub

Male Sheargrub

Mitite

Red Bulborb

BOSS:

Empress Bulblax

STEP 2

STEP 1



STEP 2



A sturdy wall blocks the path to the cave. Assign a large group of Pikmin to break down the barrier while the rest of your petal-sporting pals scrounge for berries. Swarm the Cloaking Burrow-nit on the other side quickly.



Sublevel 1

Few beasts appear in the hole's first sublevel. Call your Pikmin and head for the treasure. If some stray, they'll regroup with you as you head to the next level.

TREASURE



Stone of Glory

100 Pokos

Grubs and Glory



Some Sheargrubs will surface as you explore the area. Your Pikmin will make short work of them. Bring the bodies to your ship for a little cash, then put the bulk of your party on the task of collecting the Control Pad-like Stone of Glory.

Sublevel 2

The noteworthy attractions of the second floor are a pair of Violet Candypop Buds and eggs that contain nectar. Use the buds to transform 10 red Pikmin into purple Pikmin. Then direct your party to the nectar and let the Pikmin soak it up. The ones who get a taste will flower instantly.



Sublevel 3

Two items lie out in the open in Sublevel 3. Instruct your Pikmin to bring both items back to your ship. Although enemy bodies

can be exchanged for a few Pokos each, the real revenue-producer is salvaged treasure.

TREASURE



Cosmic Archive

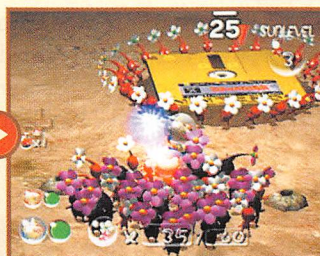
230 Pokos



Strife Monolith

150 Pokos

Fire Away



Flames shoot from holes in the ground. Get your frame-resistant red Pikmin to shut off the infernos before you retrieve the prizes. If a purple Pikmin catches fire, use the whistle to call the little guy and blow out the blaze.

Sublevel 4

The action heats up a tad in Sublevel 4. You'll find a pair of prizes there, along with a sleeping Red Bulborb. Save time by dividing your Pikmin into smaller parties and putting them on separate tasks.

TREASURE



Dream Architect

280 Pokos



Luck Wafer

140 Pokos

Break the Bulborb



The sublevel's big beast has swallowed one of the treasures and is sleeping it off. Lead a group of 10 purples to the creature and toss them onto its back.

Fight the Fire



Flames pop up in the path between one of the treasures and the ship. Have a team of red Pikmin knock out the blaze before your purples carry the item through the area.



If an egg yields Sheargrubs instead of nectar, the grubs will send your Pikmin into a tizzy, but your buddies won't be harmed. Toss Pikmin to defeat them and reap serious nectar.

Final-Floor Boss: EMPRESS BULBLAX

The queen beast can wipe out your entire party by rolling over it. Leave most of your Pikmin near the ship—out of harm's way—and take a small party of purples to battle the bloated Bulblax.

TREASURE



Prototype Detector

200 Pokos

! The Prototype Detector can sense any variety of treasure from a good distance. Your ship will turn the apparatus into the Treasure Gauge, a meter that appears in the lower-right corner of the screen and pings whenever you're close to a prize.



When the Empress Bulblax is agitated, she rolls and smashes everything in her way. To avoid the crush, have your Pikmin attack the creature's head. Before the empress shakes off the Pikmin, whistle for your soldiers and lead them to a safe place while the regal worm starts to turn. After the Bulblax stops, bring your army in for another attack.

White Flower Garden

50 — — 20 —

The White Flower Garden, fittingly, contains Ivory Candy-pop Buds, which produce white Pikmin. Before you leave the dungeon, you'll use the new Pikmin to smell out buried treasure and stop poison leaks. You'll also likely discover that enemies who eat white Pikmin are poisoned and lose large amounts of health.

CAVE ENEMIES

Female Sheargrub

Fiery Blowhog

Honeywisp

Male Sheargrub

BOSS:
Burrowing Snagret



A paper bag blocks the road to the cave. Toss 20 purple Pikmin onto the bag to knock the air out of it and clear the way. Then gather your Pikmin quickly and sic them on the Cloaking Burrow-nit nearby. If you hit the nit hard, you'll defeat it before it can eat any sprouts.



Sublevel 1

The only enemies on Sublevel 1 are Sheargrubs. Your Pikmin will defeat them quickly and take their shells to the ship for two Pokos a pop. Seek out a can of Kiwi polish (dubbed the Alien Billboard), return it to the ship, then dive to the next sublevel.

TREASURE



Alien Billboard

80 Pokos

Sublevel 2

The rusty metal underground of Sublevel 2 contains a sparkling heart-shaped diamond and a bottle cap, each of which are worth 100 Pokos. You'll never find a more treasured piece of trash.

TREASURE



Petrified Heart

100 Pokos



Drought Ender

100 Pokos

Blowhog Blowout



A pair of Fiery Blowhogs patrols the sublevel. Use red Pikmin to pound on the beasts, but call your soldiers back to the fold before the pyro-pigs rear back and send the Pikmin flying.

Treasure Toss



One of the treasures rests on a ledge that your pilots won't be able to reach. Toss Pikmin over the edge while aiming for the treasure. The creatures will zone in on the booty and bring it back.



Some sublevel edges border with a never-ending void. If you toss your Pikmin into the darkness, they'll be lost forever.

Sublevel 3

Introducing white Pikmin! The blanched beasts will pop up after you throw another type of Pikmin into an Ivory Candypop Bud. The cave's third level is enemy-free, except for a few Honeywisps, who wouldn't harm a fly—or a Pikmin. The area's only treasure is buried.

TREASURE



Superstick Textile

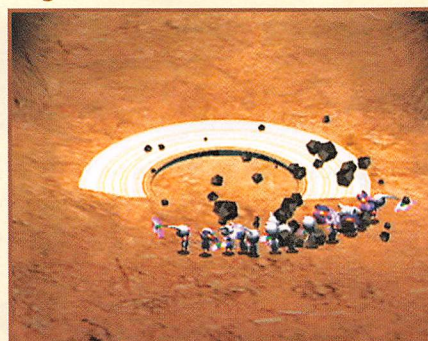
80 Pokos

Sewing Pale Pikmin



Three Ivory Candypop Buds sit in the middle of the level. Throw five red Pikmin (purple Pikmin are too valuable) into each bud to transform them into white Pikmin. You can wait for the sprouts to flower in the ground, or pick them then let them suck in a Honeywisp's nectar.

Dig for Treasure



On your way to the level exit, your white Pikmin will detect the Superstick Textile underneath the surface and go to work on digging it up. As soon as you can see the item, put the rest of your Pikmin on the excavation to hasten the process.

Sublevel 4

Two treasures await you in Sublevel 4. The Toxic Toadstool is partially buried—surround it with Pikmin. After they pull it out of the ground, they'll pick it up.

TREASURE



Toxic Toadstool

30 Pokos



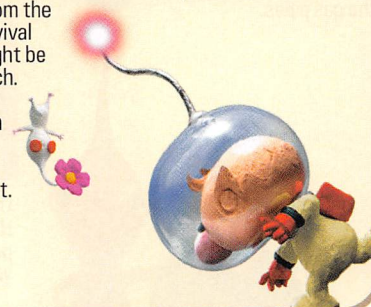
Survival Ointment

90 Pokos

Toxic Turnoff



Poison pours from several spouts in the floor. Instruct your white Pikmin to beat on the poison-producers and cut off the flow. If any other Pikmin get caught in the reddish clouds, call them with your whistle to free them from the gas. The Survival Ointment might be on a high perch. If that's the case, move in close and toss your Pikmin up to it.



Final-Floor Boss: BURROWING SNAGRET

Half bird, half snake and all mean—the Burrowing Snagret is a long-beaked baddie that can snag and swallow Pikmin two or three at a time. Leave the job of beating the beast to a core group. A large army would be unmanageable.

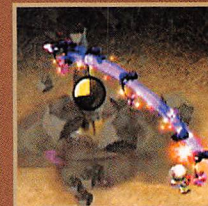
TREASURE



Five-man Napsack

100 Pokos

! Your defeat of the Burrowing Snagret will reveal the Five-man Napsack, which will go into your Exploration Kit and allow your astronauts to go offline for a while and take a rest. Inactive Pikmin nearby will carry your spaceman back to the ship.



As the Burrowing Snagret is emerging from the ground, toss purple Pikmin onto its beak, then step back and watch as the little guys go to work. After the bird bucks them, gather them together and wait for the next Snagret appearance.



2 Chance Totem

100 Pokos

50 — — 10 15

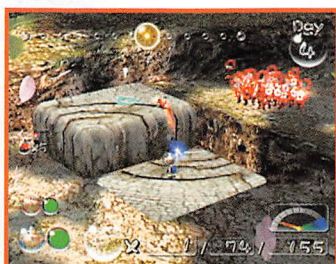
The emergence of white Pikmin will give you a shot at several prime pieces of treasure. Since they can withstand exposure to poison, they are able to knock down walls that are surrounded by red gas. The Chance Totem is on the other side of such a wall, not far from your ship's landing site.

STEP 1



Return to the vicinity of the White Flower Garden and instruct your band of white Pikmin first to topple the poison-enveloped wall, then to knock out the gas pipes.

STEP 2



When you reach the seesaw stone platforms, stand on the ground-level one and toss the bulk of your Pikmin onto the ledge nearby, then throw more Pikmin onto the higher platform. The weight will shift and your platform will rise.

STEP 3



On your way to the treasure, you'll find a plant that produces purple berries. Have your Pikmin harvest the berries and take them to your ship. The ship computer will process the items and begin making Ultra-Bitter Spray. Ten berries will yield one dose of the enemy-petrifying elixir.



STEP 4



The Chance Totem is on a ledge. Launch your Pikmin up to the item and escort them as they carry it to your space cruiser.



3 Pilgrim Bulb

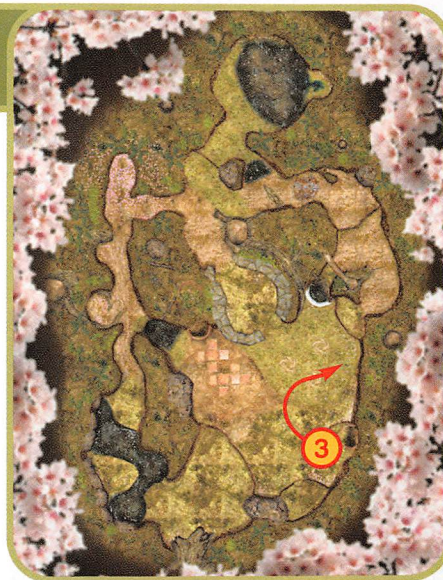
55 Pokos

10 — — 15

You'll notice that your Treasure Gauge pings when you walk past a pair of flower pots a stone's throw from the landing site. That's because there's a treasure buried in the taller pot. You'll need white Pikmin and an accurate arm to get the item.



Form a Pikmin team that includes at least a few white sprouts, and lead them to a ledge that's level with the lower of the two flower pots. Throw your Pikmin onto the surface of the higher pot and use the whistle to move the Pikmin until the white ones root out the Pilgrim Bulb.



4 Geographic Projection

200 Pokos

50 — — 10 15

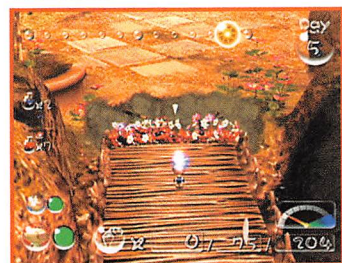
The southern hemisphere that connects with the Spherical Atlas's northern hemisphere is planted in the dirt in a remote section of the Awakening Wood. You'll need white Pikmin to get to it, and at least one purple Pikmin (as part of a Pikmin troop) to carry it.

STEP 1



Employ your white Pikmin to tear down the gas-surfaced wall and break its poison pipes. Then set aside the poison team and instruct a band of purples and reds to take on the Creeping Chrysanthemum that will pop up. Surround the plant with Pikmin and tell them to regroup after you throw them.

STEP 2

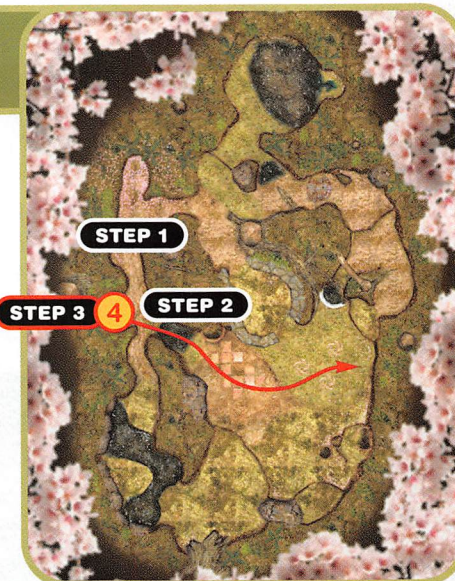


A roll of wood near a gap signifies an opportunity to make a bridge. Put your soldiers on the span construction before they grab the treasure. The bridge will provide a shorter route to the ship.

STEP 3



Put a large group on the task of unearthing the partially buried globe, then have them take it to the ship. Transporting the prize will require the strength of 101 normal Pikmin, so you'll need purple power.



A microchip inside the treasure contains data that will put your ship on a course for the Perplexing Pool. Your job in the Awakening Wood is done for now. Take off for the next world (page 44).

**5**

Healing Cask

60 Pokos

— 10 — 10 —

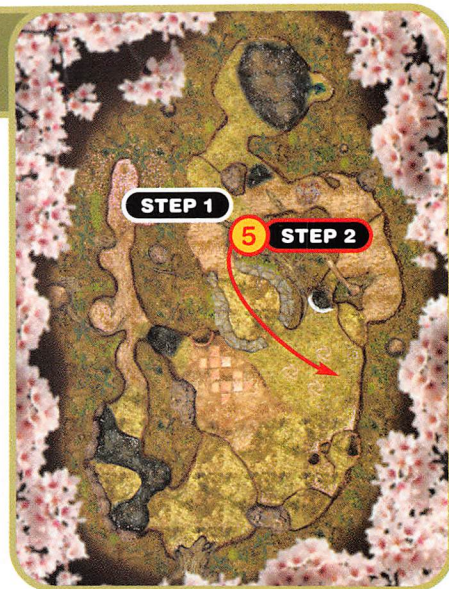
Yellow Pikmin have two unique talents: they can resist electrical shocks and they can fly higher than any other type when thrown. You'll use the latter ability when liberating the Healing Cask from its perch in the Awakening Wood.

STEP 1

Pounding purples are great for beating up baddies. Let a group of them loose on the Cloaking Burrow-nit at the base of the Healing Cask's stump. They'll slam it before it can fly back.

STEP 2

Throw yellow Pikmin onto the stump, then direct them to the treasure. An alternate route to the item would have you passing the entrance to the Bulblax Kingdom underground.

**6**

Decorative Goo

80 Pokos

— 40 10 10 —

Enough of avoiding water! You need blue Pikmin. Coincidentally, you'll befriend a group of them on your journey to the blue paint tube known as the Decorative Goo. To get to the aquatic sprouts, you'll need yellow Pikmin to break down an electrified fence.

STEP 1

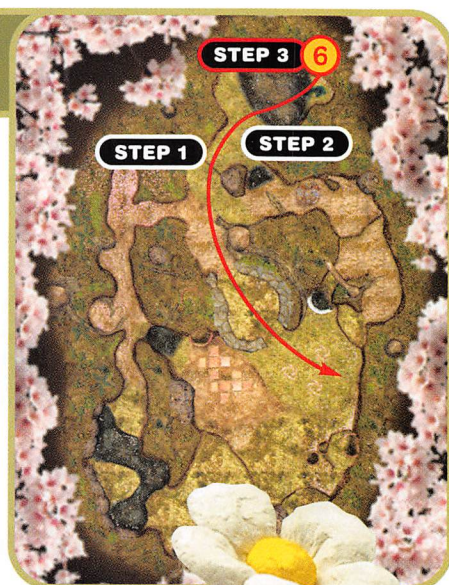
Throw a team of yellow and purple Pikmin onto a ledge near the entrance to the White Flower Garden, while keeping them from a Cloaking Burrow-nit. When your pilot is on his own, have him wade through the water to reach the top of the ledge, then sic your Pikmin on the bug.

STEP 2

Separate your yellows from your purples and assign the yellows to the electric fence. Even if you have a lot of yellows, the job will take time.

STEP 3

You'll discover the blues in a delta, beating up on Wogpoles. Welcome them into your fold and help them proliferate by directing them to take pellets and former Wogpoles to their Onion. When their numbers reach 10 or more, lead them to the Decorative Goo and have them take it to your ship.



7 Air Brake

100 Pokos

— — 35 15 20

Badminton shuttlecocks have a tendency to land in out-of-the-way places. The birdie known as the Air Brake is positioned on a cliff above water, near the Snagret Hole. You'll have to be at your puzzle-solving best to retrieve it.

STEP 1



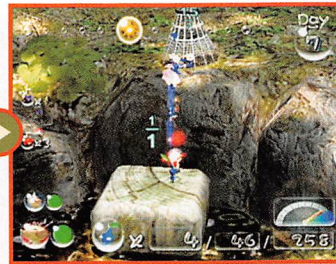
When you reach the water, start by fighting a pair of Yellow Wollywogs. Use blue Pikmin to fight the frogs in the water and draw them to the land. Then finish off the beasts with a band of purple Pikmin.

STEP 2

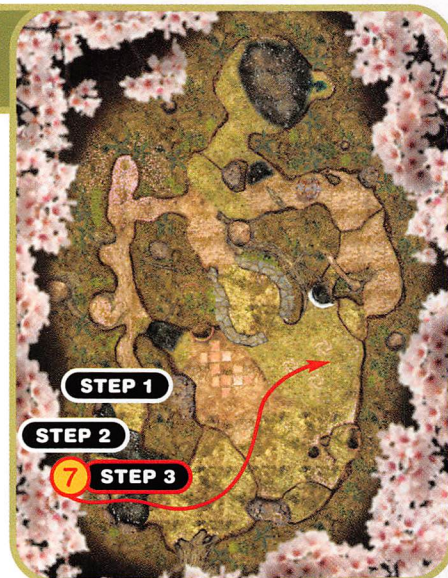


Cross the first stretch of water with a group of blue Pikmin, then instruct them to build a bridge that stretches back to where your other Pikmin are waiting patiently. Cross the bridge with a white Pikmin team and have them go to work on the wood roll that wrecks of poisonous gas.

STEP 3



Put at least 15 blue Pikmin and one pilot on the stone platform at the foot of the Air Brake's ledge. Have the other pilot toss blues onto the platform in the water on the other side of the bridge. When that platform sinks, the other one will rise, putting the first pilot within throwing range of the treasure.



Bulblax Kingdom

50 30 — 20 —

The entrance to the Bulblax Kingdom underground is close to where you found the Chance Totem. You can get there by using stone platforms near the White Flower Garden, but a more direct route requires the use of blue Pikmin to clear the way.

STEP 1



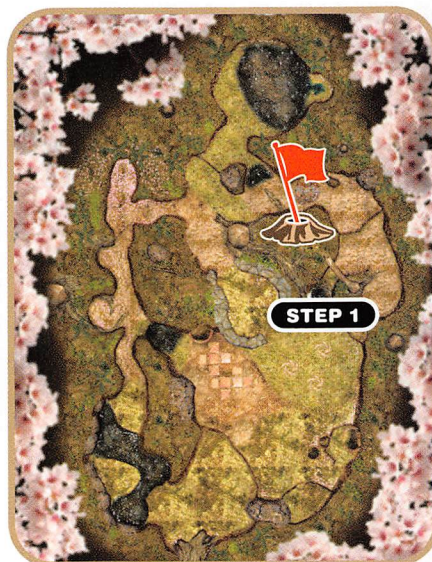
A destructible wall near the landing site is surrounded by water. Direct a group of blue Pikmin into the water and have them open up a hole near the wall. The water will drain, allowing you to use any type of Pikmin to tear down the wall.



Lead an army of yellows to the other side of the wall and either toss them up to the electric fence or take them over a stump-and-root bridge to the barrier. The sparking sprites will hit the fence with all they've got and knock it to the ground, opening the path to the next hole.

CAVE ENEMIES

Anode Beetle
Dwarf Orange Bulborb
Female Sheargrub
Fiery Dweevil
Honeywisp
Iridescent Glint Beetle
Orange Bulborb
Withering Blowhog
Wollywog
BOSS:
Emperor Bulblax



STEP 1

Sublevel 1

On the top floor of the cave, you'll have the opportunity to adjust the configuration of your Pikmin squad. You can use Candypop Buds to add to the numbers of white or red Pikmin.

TREASURE



Crystal Clover
150 Pokos

Bruise the Snoozers

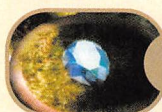


Small Bulborbs patrol the area, while larger ones sleep in the corners. Defeat the little guys first, then check the Treasure Gauge readings and battle the large Orange Bulborb that has ingested the Crystal Clover.

Sublevel 2

Your red Pikmin will shine in Sublevel 2, as there are plenty of fires to put out. You'll control your Pikmin remotely in your effort to retrieve the sublevel's sparkly treasure.

TREASURE



Tear Stone
150 Pokos

Douse the Ducts



Flame off! Recruit a crew of red Pikmin to run through the level and knock out the fire-producing pipes. There are only a few enemies in the area, so it'll be smooth sailing.

Long-Distance Relationship



If you see a Tear Stone on the curved plateau, you'll have to throw your Pikmin onto one end of it and control them from afar to reach the prize. Position your pilot under the ledge and use the C Stick to move the Pikmin.

Sublevel 3

The treasure on Sublevel 3 looks something like the plateau that you had your Pikmin navigate on Sublevel 2. You'll find the prize under the dirt. Use the Treasure Gauge to discover its location.

TREASURE



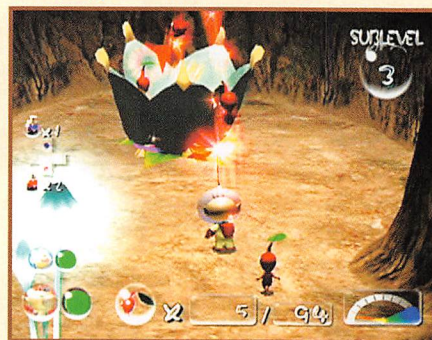
Olimarnite Shell
40 Pokos

Pop the Floaters



Three Withering Blowhogs knock the petals off your flowering Pikmin. Use steady streams of attackers to send the creatures sailing. Then search for nectar to regenerate the blooms.

Propagate and Excavate



Like pigs going after truffles, white Pikmin can smell buried treasure. If you're low on pale soldiers, use the Ivory Candypop Bud in the area to create some, then send them on a dig.



Sublevel 4



Electricity runs through the halls of the fourth level. Start by separating your yellow Pikmin from the rest of the herd, then lead the group on a mission to unplug the nodes.

TREASURE



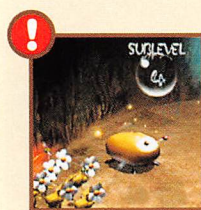
Crystal King

110 Pokos



Unknown Merit

100 Pokos



A glittering Glint Beetle is the key to one of the level's treasures. Search for the sneaky scurrier and put some Pikmin on the task of knocking it out.

Shock the Pikmin



Anode Beetles spark up and fire electricity to each other. Direct your yellow Pikmin to hop onto the backs of the bugs to turn them over, then go to work on their soft underbellies.

Leaping Lizard



A white Wollywog hops around the sublevel. If it's attacking your Pikmin your Controller will rumble. Assuming that you already eliminated the Anode Beetles, purple Pikmin are the best choice for dealing with the slimy beast.

Sublevel 5



Sublevel 5's Anxious Sprout is buried in the dirt. Once you've dealt with the area's dangers, take a team of white Pikmin to the place where your Treasure Gauge goes wild and have them dig up the prize.

TREASURE



Anxious Sprout

50 Pokos

Killer Bs



Bulborbs and bomb-rocks cause trouble in Sublevel 5. Train your army to go after the small Bulborbs first, and keep an eye out for the shadows of falling rocks. Then tackle the big guys or lead them into bomb-rocks.

Sublevel 6



The prizes of Sublevel 6 look like items that Indiana Jones would go after: a fossil and an ancient jewel. However, Indy wouldn't have to wrestle with an Orange Bulborb to claim them.

TREASURE



Colossal Fossil

140 Pokos



Eternal Emerald Eye

150 Pokos

Mingling Menaces



Volatile Dweevils mix with Bulborbs among the flaming geysers of Sublevel 6. Dispense with the Dweevils, small Bulborbs and geysers using an army of red Pikmin, then send purples up against the sleeping Orange Bulborbs. If you need more reds or purples, you can get them from Candypop Buds in the area.



Final-Floor Boss: **EMPEROR BULBLAX**

Waiting in the warm dirt, the Emperor Bulblax spies its prey as your pilots and Pikmin drop into his lair. You'll see the eyes peering up from the ground, but you'll have no option other than to advance toward the beast and fight it for its treasure.

TREASURE



Forged Courage
100 Pokos

! After your ship changes the Forged Courage, the red metal will act as a shield for your spacemen: the Scorch Guard. No longer will the pilots take a health hit from exposure to fire.



Gyroid Bust
250 Pokos



The emperor will attempt to give your Pikmin a tongue lashing. Throw purples at the creature's forehead, but call them back when it opens its mouth. Initiate another attack after the royal bug pulls in its tongue. If it jumps, be ready to fall back.

Trial by Fire



You'll have the chance to use the Scorch Guard immediately after you unlock it. Toss red Pikmin up to the ledge to the right of the Gyroid Bust, have your pilot walk up the fire-strewn ramp, then direct the Pikmin to the item.

D Snagret Hole

— 25 25 25 25

Snagrets are among the nastiest creatures that you'll meet, and the Snagret Hole is full of them. Dive in with your strongest party

and use strategy to defeat the beasts. If you just try to muscle your way through the cave, your army will become depleted quickly.



A Snagret protects the nest. Use purples for power and yellows for high-arching throws, and target the bird's head. Or hug the wall to sneak past it!

CAVE ENEMIES

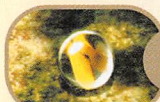
- Antenna Beetle
- Armored Cannon
- Beetle Larva
- Burrowing Snagret
- Cloaking Burrow-nit
- Creeping Chrysanthemum
- Dwarf Orange Bulborb
- Male Shearbug
- Orange Bulborb
- Shearwig
- Swooping Snitchbug
- Watery Blowhog
- BOSS:**
- Pileated Snagret**



Sublevel 1

The cave's meandering first sublevel is home to an Orange Bulborb, two treasures and whole lot of Sheargrubs. You'll discover the area's exit in a small room at the end of a long side path.

TREASURE



Crystallized Telekinesis

120 Pokos



Leviathan Feather

10 Pokos

Pick Up the Prizes



The level's Sheargrubs are easy to defeat, but don't leave your Pikmin alone with them. Lead the army in battle against the creatures, then advance to the Bulborb and beat the beast for the cat's eye. You'll find the feather near the area's exit. It's so light, a single Pikmin can carry it back to the ship.



Sublevel 2

Sublevel 2 is a path of smooth rocks and one-way wooden barriers. Your pilots and Pikmin can walk over some of the rocks, making for shortcuts that help them skirt dangers.

TREASURE



Combustion Berry

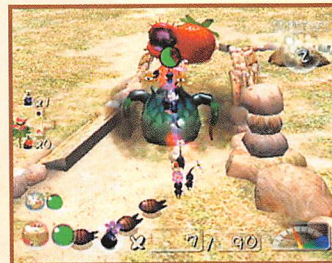
190 Pokos



Taste Sensation

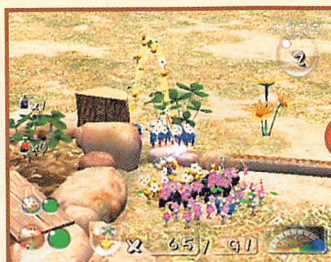
40 Pokos

Mum's the Word



You don't always anticipate Creeping Chrysanthemums, as their flowers tend to blend in with the rest of the foliage. Sheargrubs also pop out from the ground. Keep your Pikmin close and take the enemies as they come.

Work Around the Water



Two narrow bridges span the river, but you'll have better luck getting your Pikmin to the other side safely if you toss them over the barrier and direct them with the C Stick as your pilots wade through the water.

Sublevel 3

Sublevel 3 is a Snagret-battling arena with blocked-off alcoves that contain Candypop Buds and the level exit. After you beat the Snagret for the treasure, tear down the barriers and explore the area.

TREASURE



Meat Satchel

40 Pokos

A Snagret and a Snack



A Burrowing Snagret will live up to its name in Sublevel 3 and emerge from the ground. Hit it with relentless Pikmin tosses to the head. When the beast is toast, you'll have the delicious Meat Satchel as a prize.

Sublevel 4

A large mix of hazards and treasures awaits you in Sublevel 4. Set up camp near your ship and take small parties of Pikmin to deal with the electricity and enemies before you go for the valuables.

TREASURE



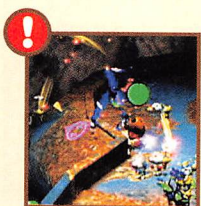
Heavy-duty Magnetizer
150 Pokos



Cupid's Grenade
20 Pokos



Crystallized Telepathy
120 Pokos



When you're throwing Pikmin at bugs, keep an eye on the target cursor and refrain from tossing your pals over the sub-level's edge.

The Shocking Truth



Electricity is the only hazard that you can't save Pikmin from after they've been exposed to it. Before your buddies retrieve treasures, have your yellows shut off the nodes.

Hose Hog



You can tell a Watery Blowhog from a Fiery Blowhog by the blue tip of its snout. If you use any type other than blue Pikmin to fight it, be ready to save them from the pig's spray.

Cannon-Beetle Ambush

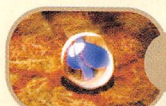


When your Treasure Gauge indicates you're nearing the Heavy-Duty Magnetizer, the Cannon Beetle that holds the booty will drop from the sky. Move your Pikmin away from the creature's mouth and mount a swift attack.

Sublevel 5

The enemies will sneak up on you in Sublevel 5. Keep your Pikmin close to your pilots at all times and have Olimar or Louie return to the ship with the troops when they retrieve treasure.

TREASURE



Crystallized Clairvoyance
120 Pokos

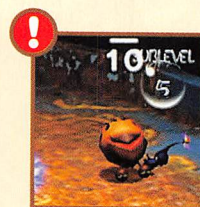


Emperor Whistle
75 Pokos

It's Raining Bulborbs



Dwarf Orange Bulborbs fall into the area at a steady rate. If you leave your Pikmin unattended, the little beasts will have a feast. Use air attacks to flatten the creatures before they have a chance to gobble up your troops. One of the Bulborbs will give up the Crystallized Clairvoyance.



Since you've gone to the trouble of defeating the Bulborbs, you might as well cash in. Take their bodies to the ship for one Poko each.

Custody Battle



The sublevel's Antenna Beetle will use a whistle to try to gain control of your Pikmin. It'll also make your Treasure Gauge's needle jump. Use a band of purples to defeat the bug in a hurry, and keep them out of the creep's whistle's range.



Sublevel 6

The Snagret Hole's last mazelike level is a mess of puddles and dead-end passages that holds four treasures. Don't miss the Science Project. It blends in with the other clovers.

TREASURE



Stupendous Lens

120 Pokos



Science Project

20 Pokos



Salivatrix

30 Pokos



Triple Sugar Threat

60 Pokos



Dangerous States



The level is littered with gaseous and liquid hazards. Use the C Stick to guide white Pikmin in a single-file line around the corners of the puddles and have them deal with the poison pumps on the other side.

En-Gauging Battle



An Antenna Beetle will make your Treasure Gauge ping. Beat the bug to regain gauge control. One of the Burrowing Snagrets in the area holds a treasure. Use the gauge to know which one you must defeat for the prize.

Waterfowl



You may have to battle a Burrowing Snagret near a puddle. If that's the case, use only blue Pikmin for the task. If you use other Pikmin types, you'll waste time in the fight saving your troops from the water. A Bulborb holds the treasure.

Final-Floor Boss: PILEATED SNAGRET

What's worse than a Burrowing Snagret? A Snagret that can hop! The Pileated Snagret will pop from the soil and bound toward your army, stomping and chomping all the way. Its main weakness is its head.

TREASURE



Justice Alloy

100 Pokos

! The Snagret Hole's premiere prize will unlock the Exploration Kit's Metal Suit Z. Your pilots will incur less damage with the suit's protection.



The Snagret will dive into the ground, then pop out again in a different place. Toss troops at it as it emerges. The Pikmin will ride the bird and attack its head until they're thrown off. When the enemy is standing, toss yellow Pikmin at its noggin.



PERPLEXING POOL



If not for the nasty wildlife, the Perplexing Pool would be a tranquil place. You'll catch up with a band of yellow Pikmin there.

Above-Ground Map Key

7 Treasures: 560 Pokos



Purple Berries



Red Berries



Nectar



Random Nectars

- | | | | |
|----------------------------------|----------------------------------|-------------------------------------|-------------------------------|
| 1 Gherkin Gate
100 Pokos | 3 Aquatic Mine
80 Pokos | 5 Onion Replica
30 Pokos | 7 Massage Girdle
100 Pokos |
| 2 Impediment Scourge
50 Pokos | 4 Fortified Delicacy
60 Pokos | 6 Optical Illustration
140 Pokos | |

A Citadel of Spiders

11 Treasures: 795 Pokos

- | | |
|-----------------------------------|-------------------------------|
| Love Nugget
40 Pokos | Flame of Tomorrow
10 Pokos |
| Creative Inspiration
100 Pokos | King of Sweets
15 Pokos |
| Lip Service
50 Pokos | Time Capsule
70 Pokos |
| Paradoxical Enigma
80 Pokos | Regal Diamond
100 Pokos |
| Patience Tester
130 Pokos | The Key
100 Pokos |
| Memorial Shell
100 Pokos | |

C Glutton's Kitchen

14 Treasures: 1,190 Pokos

- | | |
|-----------------------------------|-------------------------------|
| Master's Instrument
30 Pokos | White Goodness
60 Pokos |
| Massive Lid
100 Pokos | Sulking Antenna
150 Pokos |
| Imperative Cookie
25 Pokos | Boom Cone
100 Pokos |
| Director of Destiny
100 Pokos | Hideous Virtual
100 Pokos |
| Harmonic Synthesizer
120 Pokos | Meat of Champions
35 Pokos |
| Happiness Emblem
100 Pokos | Sweet Dreamer
40 Pokos |
| Invigorator
130 Pokos | Dream Material
100 Pokos |

B Shower Room

14 Treasures: 1,220 Pokos

- | | |
|----------------------------------|----------------------------------|
| Merciless Extractor
90 Pokos | Broken Food Master
90 Pokos |
| Sud Generator
60 Pokos | Endless Repository
130 Pokos |
| Durable Energy Cell
160 Pokos | Pondering Emblem
100 Pokos |
| Mirrored Stage
140 Pokos | Rubber Ugly
90 Pokos |
| Vorpall Platter
60 Pokos | Behemoth Jaw
100 Pokos |
| Scrumptious Shell
60 Pokos | Abstract Masterpiece
30 Pokos |
| Arboreal Frillery
10 Pokos | Amplified Amplifier
100 Pokos |

D Submerged Castle

13 Treasures: 690 Pokos

- | | |
|-------------------------------|--------------------------------------|
| Bug Bait
15 Pokos | Activity Arouser
100 Pokos |
| Diet Doomer
25 Pokos | Succulent Mattress
50 Pokos |
| Pastry Wheel
35 Pokos | Pale Passion
25 Pokos |
| Comfort Cookie
10 Pokos | Drone Supplies
130 Pokos |
| Confection Hoop
60 Pokos | Proton AA
90 Pokos |
| Chocolate Cushion
40 Pokos | Professional Noisemaker
100 Pokos |
| Compelling Cookie
10 Pokos | |





1 Gherkin Gate

100 Pokos

50 — — 10 15

The task of collecting the Gherkin Gate may require two days, as you will have to find and proliferate yellow Pikmin to claim the prize. During that time, you'll also be able to save a berry plant from spores and collect the plant's Ultra-Bitter fruit.

STEP 1



As you move to the yellow Pikmin's habitat, approach the Wollywog with caution. Attack it with purple Pikmin and move your troops out of the shadows while the frog falls. When you reach the stone platforms, toss most of your Pikmin onto the ledge, then hurl a single Pikmin onto the higher platform to shift the weights.

STEP 2



A Fiery Bulblax stands in your way. Use Ultra-Bitter Spray to turn the beast into stone, then attack it with all of your red Pikmin. If you don't have Ultra-Bitter Spray you can still beat the beast—it'll just take longer and be more taxing on your troops. Once the creature is gone, have your white Pikmin step in to destroy the gas-surrounded wall. If the Swooping Snitchbug grabs any of your Pikmin, knock it to the ground and attack it with a large force.

STEP 4

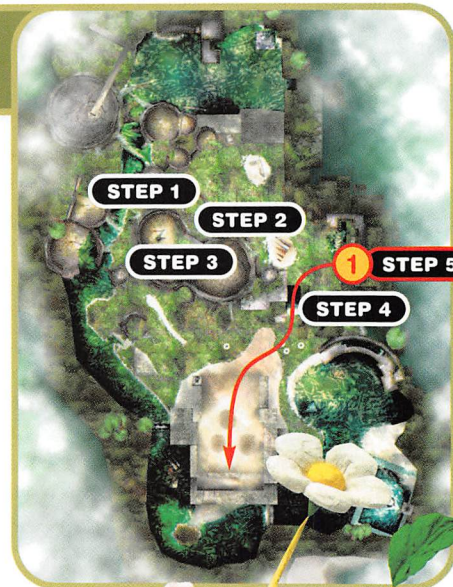


While your yellow-Pikmin population is growing, put the rest of your army on the task of rolling out the bridge nearby and liberating the berry plants from the spore that has spread over them. You'll also want to defeat the Fiery Blowhog that patrols the edge of the water. Toss Pikmin at the beast and use your whistle to save them from water and fire as needed.

STEP 5



The Gherkin Gate is on a high ledge in a multitiered maze. Take a group of 15-20 yellow Pikmin through the maze and use the C Stick to keep them close to the wall as you move up the slopes. When you reach the foot of the treasure's plateau, toss the Pikmin up to it and have them carry the item to your ship.



STEP 3



After the wall is down, advance to the yellow Pikmin and call them with your whistle. You'll discover that the sunshiny sprouts can withstand exposure to electricity and that you can toss them higher than any other Pikmin type. Put them to work on collecting pellets right away to make their numbers grow.

2 Impediment Scourge

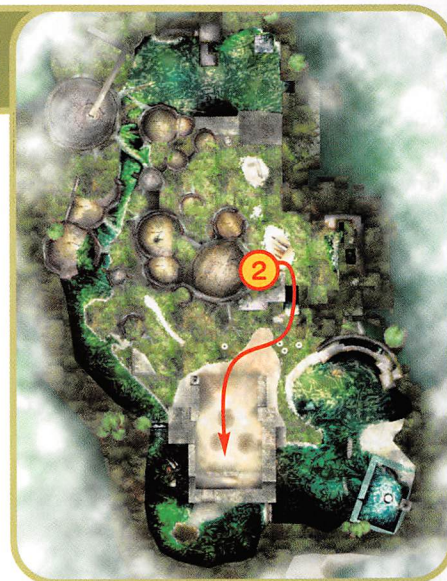
50 Pokos

20

You'll find the Impediment Scourge on a stump that only yellow Pikmin can reach. Gather a group of the brightly colored buds and set out for a high-flying treasure hunt that will take you 50 steps closer to paying off Hocotate Freight's debt.



After you cross the bridge, lead your troops through the narrow path between stumps to higher ground, then toss your pals up to the treasure. If your Pikmin don't gravitate to the Impediment Scourge, use your whistle and the C Stick to direct them.



A Citadel of Spiders

On the day that you decide to take on the Citadel of Spiders, use the morning and early afternoon to build your army. Defeat enemies, harvest pellets and watch your Pikmin grow. You might have the time to let them bud or flower before you have to pick them. Just before sunset, gather your troops and head for the underground.



The entrance to the Citadel of Spiders is very close to the landing site and is not blocked by any barriers. You'll be able to get a group together and reach the dungeon in less than a minute.

CAVE ENEMIES

Anode Beetle
Fiery Dweevil
Hermit Crawmad
Iridescent Flint Beetle
Shearwig
Skitter Leaf
Swooping Snitchbug
Water Dumple
Yellow Wollywog

BOSS:
Beady Long Legs

25 25 15 15



Sublevel 1

Since the tomato is pesticide-free, it's surrounded by small bugs. It's not worth many Pokos, but it's easy to collect and will make a fine addition to your hoard.

TREASURE



Love Nugget

40 Pokos

Carry On

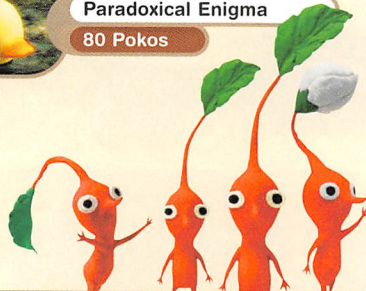


Keep your Pikmin in a tight group and use the C Stick to make them surround the Sheargrubs and Skitter Leafs. After the Sheargrubs are gone, put your troops on the tomato-transporting project.

Sublevel 2

Your red Pikmin will earn their keep in Sublevel 2. You'll use the flame-resistant army to take on Fiery Dweevils and shut down blazing geysers. Once the area is clear, you'll be able to bring out the rest of your forces for treasure collection.

TREASURE



Clear the Field



Gather your red Pikmin and leave the rest of your forces near the ship. Then go to work on the flames, Fiery Dweevils and Yellow Wollywogs. A frog can't squash the Pikmin that are on its back, so keep tossing your troops until the enemy is out of commission.

The Tip of the Ducky



A yellow mound will turn out to be the top of the rubber-ducky head known as the Paradoxical Enigma. Since the treasure is only partially buried, you won't need white Pikmin to unearth it.

Spider Skirmish



Fiery Dweevils will attempt to make off with the treasure and bug bodies. Toss Pikmin at the creatures to make them drop their loads, then attack. The spiders retreat quickly, so you'll need good aim to get them.

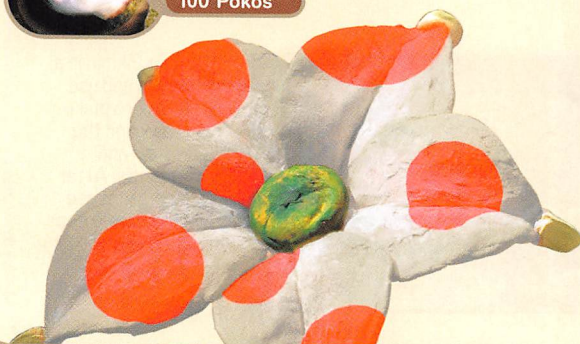


When its health is nearly depleted, a Fiery Dweevil will burst into flames. As long as you're attacking it with reds, the fire will be of no consequence.

Sublevel 3

Sublevel 3 is a rare underground area in which you can actually add to your Pikmin population. The Queen Candypop Bud that appears will produce more Pikmin than it traps. If you've got 100 Pikmin under your wing already, however, the bud will not increase your ranks.

TREASURE



Meet the Beetles



Anode Beetles spit electricity in the two large chambers. Toss yellow Pikmin onto the creatures' backs to flip them over, then go to work on their bellies. Yellows are the only Pikmin that won't be shocked by the Beetles' arc.

A Flower Falls



A color-shifting Queen Candypop Bud will drop into the level's long dead end. You can use the flower to create red, blue or yellow Pikmin. If you throw a Pikmin into the center of the flower, it adds as many as eight sprouts to your squad.

Clam Dig



Your Treasure Gauge will top out in one of the dead ends. Guide white Pikmin into the area to have them reveal a shell treasure.



Sublevel 4



Once again, you'll rely on the fire-resistance of your red Pikmin to plunder a level of its prizes. Flame-throwing spouts protect Sublevel 4's treasures and sit at important intersections. Use reds to extinguish the fires.

TREASURE



Flame of Tomorrow

10 Pokos



King of Sweets

15 Pokos



Time Capsule

70 Pokos

Behind-the-Wall Flower



If the sublevel's Ivory Candypop Bud is on the other side of a weak barrier, have your troops go to work on the wall, then feed five of them to the flower to produce five white Pikmin.

Hit the Hermits



As long as they're in their holes, Hermit Crawmads are invincible. Gather a small group of purple Pikmin and use them to draw a crab from its keep. Avoid the crustacean's charge, then swarm it. One of the Crawmads holds a prize.

Final-Floor Boss: BEADY LONG LEGS



The leader of the Citadel of Spiders is a four-legged monster that will crush Pikmin under its feet. Use a small, easy-to-manage group of purple Pikmin to fight the beast, and instruct them to attack the body when it dips down to the right height.

TREASURE



Regal Diamond

100 Pokos



The Key

100 Pokos

! Not only will The Key up your Poko total, but it will also unlock Challenge Mode! When you return to the main menu, the new mode will be available.



When you're fighting the big bug, watch for the shadows of its feet and instruct your Pikmin to scurry away from them before it's too late. Stay in the body's shadow and toss Pikmin at its belly.

Dig Up the Diamond



After you've defeated the Beady Long Legs, take a group of white Pikmin on a treasure-finding expedition. Watch your Treasure Gauge and instruct the army to concentrate on the area where the meter tops out. You'll discover the sparkling Regal Diamond under the surface. Unfortunately, it's worth only as much as a shell or a bottle cap.



After you complete the dungeon, you'll be done with the Perplexing Pool until you have blue Pikmin in the mix. Return to the Awakening Wood to complete your squad. See page 36.





3 Aquatic Mine

80 Pokos



When you return to the Perplexing Pool with blue Pikmin in your ranks, you'll have the tools you need to collect the surface area's five remaining treasures. You'll win the Aquatic Mine by defeating a water-dwelling creature.

STEP 1

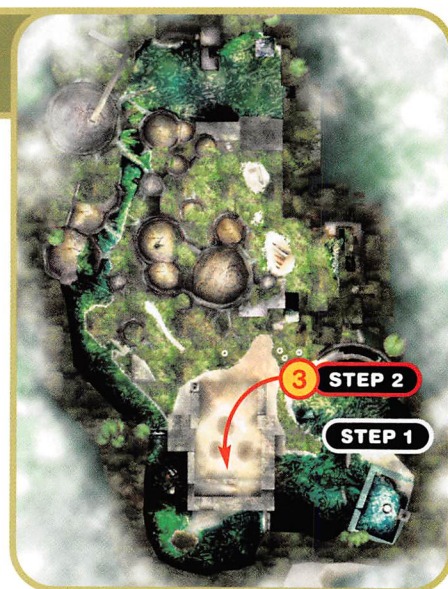


Where there's water, there's a Wollywog. Send your Pikmin flying onto the Wollywog's back and watch them go to work. When the frog leaps, it'll make your Pikmin scatter. Regroup, then attack.

STEP 2



A Toady Bloyster holds the bobbing bauble named the Aquatic Mine. Keep your Pikmin away from the Bloyster's mouth and fling them at the ball on its tail.



4 Fortified Delicacy

60 Pokos



Buried below the surface of the water, the Fortified Delicacy will prove to be a challenging find. You'll need the talents of three different types of Pikmin to get it, but you'll also clear the way to the Shower Room underground along the way.

STEP 1



Take your blue Pikmin through the water and have them go to work on unfurling a bridge. Then lead your yellows across the curved ridge and over the bridge or on the ledge above the water. Sic the yellows on the electrified fence to knock it down.

STEP 2



Guide the blue squad into the square pool and have them pound away at the rock formation. After they break the formation, the water will drain.

STEP 3



Return to the larger section of the lake and direct your white Pikmin to the place where the Treasure Gauge goes into the red. They'll root out the prize. If you haven't already taken care of the Yellow Wollywogs in the area, defeat them before your Pikmin army carries the treasure to the ship.



5 Onion Replica

30 Pokos

Your Pikmin will pool their talents to harvest the Onion Replica. The treasure is in the area behind the wall closest to the landing site. The most efficient way to get it is to split your Pikmin and spacemen into two teams.

STEP 1



Use one of your pilots to lead a crew of blue Pikmin into the water and have them attack the Skitter Leafs and Water Dumps. The Leafs won't harm your Pikmin, but they will distract the troops while they go after the very dangerous Dumps.

STEP 2

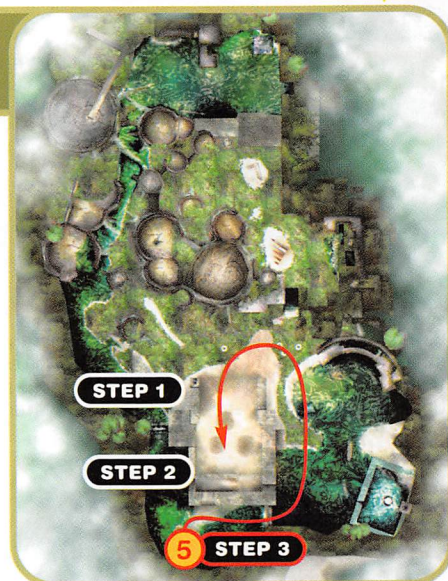


Once the enemies are out of the way, send your blues to the barrier and have them knock it down. When you get to the other side, attack all of the beasts in the area.

STEP 3



Switch control to the other astronaut and have him lead the white Pikmin to a low part of the wall. Toss the Pikmin onto the wall, then switch control back to the original pilot and whistle for the white Pikmin. They'll hop off on the other side. Use them to dig up the treasure, then get the blues to take it to the ship.



6 Optical Illustration

140 Pokos

Water and electricity make a volatile combination. You'll deal with both hazards in your journey to retrieve the Optical Illustration. Recruit 30 yellows and 30 blues for the job, but keep the two factions separate.

STEP 1



Lead your band of blue Pikmin in a war against the Yellow Wollywog and a group of Sheargrubs. The grubs look small, but they're mean. Have your troops swarm them.

STEP 2



Cross the water and toss your blues onto the short stump, then direct them to the rolled wood. They'll construct a bridge. If your Pikmin have not flowered yet, knock down a Honeywisp for nectar.



STEP 3



Retrieve the yellow Pikmin, cross the bridge and hurl them over the break in the stump wall. Whistle for them from the other side and walk around to the electric fence. The Pikmin will walk to their side of the fence and knock it down. Once the fence is gone, keep the yellows away from the water.

STEP 4



Take control of the blue Pikmin and lead them to the treasure. It'll require the strength of 15 blues to carry the Optical Illustration back to the ship. Toss the yellow Pikmin over the wall again, then guide them across the bridge and back to the ship.



7 Message Girdle

100 Pokos



The Message Girdle sits atop a tall stump. To retrieve it, you'll have to master the movement of stone platforms. A series of four platforms leads to the treasure's ledge. Before you work the platforms, though, be sure to clear the area of enemies.

STEP 1



On your way to the prize's neighborhood, lead your Pikmin in battle against a Yellow Wollywog and a few Skitter Leafs. Since you've faced several Wollywogs by now, you should be able to defeat the beast without losing any of your troops. Break down the wall and move on to the next area.



STEP 2



Two Hermit Crawmads reside near the prize. Draw them from their holes, then swarm them on their way back. Also put an end to the area's Water Dimples and Withering Blowhog.

STEP 3



Toss 20 Pikmin onto the ledge, separate the pilots and sink the platform farthest from the ledge. Have one pilot walk onto the platform, and use the other pilot to toss Pikmin onto platforms while the first pilot walks from raised platforms to lower ones. Sink the second platform to raise the last one.

STEP 4



Switch control to the pilot on the ledge and have him lead 20 Pikmin across the cement, then toss the buds to the treasure.



B Shower Room

25 20 25 15 15

Like all shower rooms, the Perplexing Pool's tiled terror is loaded with myriad bugs and various hazards, such as a lethal mixture of water and electricity. Take more reds and blues into the cave than purples and whites. You'll have a chance to create additional purples and whites inside.



In your effort to collect the above-ground treasure, you drained the pool around the Shower Room, giving Pikmin of all types access to the underground.

CAVE ENEMIES

Anode Dweevil
Bumbling Snitchbug
Doodlebug
Dwarf Orange Bulborb
Fiery Blowhog
Greater Spotted Jellyfloat
Hermit Crawmad
Lesser Spotted Jellyfloat
Munge Dweevil
Orange Bulborb
Unmarked Spectralids
Volatile Dweevil
Water Dumple
Watery Blowhog
Withering Blowhog
Wogpole
Wollywog

BOSS:
Ranging Bloyster



Sublevel 1

The first sublevel's Ivory Candypop Bud shows up some of the time. Keep an eye out for it. The Merciless Extractor will be out in the open. If you don't see it in a particular area, move on.

TREASURE



Merciless Extractor
90 Pokos



Cut the Power



Sometimes Watery Blowhogs wait within close proximity of electrical nodes. Use yellow Pikmin to go after the zappers first. If a Blowhog's spray hits your yellows, call them to regroup. Once the electricity is out of the picture, attack the Blowhog with an army of blues.



If a Blowhog's spray hits any Pikmin other than blues, the little guys will start to fade inside bubbles. Use your whistle to save them.

Hold on to Hoppers



The Shower Room has a large Wollywog population. Use manageable groups of 20 or fewer Pikmin to gang up on the frogs, and keep them out from under the hopping beasts. Also, watch out for your pilots. If the frogs land on them, they'll lose considerable amounts of health. Never let them sneak up on you.



Rocks fall at a constant rate in the Shower Room's first two levels. As soon as you see a boulder's shadow, move your troops out of the way.

Sublevel 2



You may find a Violet Candypop Bud in one of Sublevel 2's dark corners. If you do, toss a handful of yellow Pikmin into the flower to transform them into purple Pikmin. Look for the Candypop Bud on return visits to the cave.

TREASURE



Sud Generator

60 Pokos



Durable Energy Cell

160 Pokos

Jump the Jellyfloat



A hovering Jellyfloat will consume the Pikmin underneath it and keep them in its transparent body. If you defeat the beast before its victims expire, you'll save them. Toss Pikmin to latch on to the sides of the creature. They'll go to work on the beast and keep fighting until the Jellyfloat is gone.

Shut off the Gas



Poison-producing gas pipes pose a threat for all Pikmin except the ivory sprouts. After you've defeated the Jellyfloat, employ a group of white Pikmin to shut off the poison supplies.

Outwit the Big Bug



A herd of Dwarf Orange Bulborbs and one very large member of the species populate Sublevel 2. Have Pikmin land on the small ones to flatten them, and try to collect the treasures without waking up the big one. If it does become alert, draw it into the level's sunken area, then stun it and launch purple Pikmin off the ledge to hit it.

Sublevel 3



Sublevel 3 is notable for its three treasures and even more types of enemies. The creatures aren't difficult to defeat, but they could cause havoc if you leave your Pikmin unattended. Keep a tight-knit group and take on the enemies as they come.

TREASURE



Mirrored Stage

140 Pokos



Vorpall Platter

60 Pokos



Scrumptious Shell

60 Pokos

Sink the Floaters



Several Jellyfloats, including a Greater Spotted Jellyfloat, will attempt to consume your troops. Toss large groups of Pikmin up to the creatures to weigh them down. Once they reach the ground, surround them with the rest of your army. The large Jellyfloat holds a treasure.



A high-flying Wollywog drops from above. Keep your Pikmin away from the creature's shadow and lob troops at its body.

Water Hazard



Depending on the way the sublevel's treasures are arranged, your Pikmin may have to wade through water to reach one of the items.

Catch the Crawmad Away from Home



A Hermit Crawmad may sit between you and one of the Sublevel's treasures. Using one of your pilots as bait, lure the Crawmad from its hole. As the creature retreats, attack.

Sublevel 4

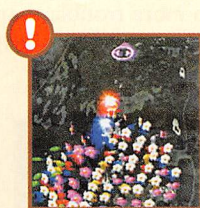
Sublevel 4's dark maze of pipes is enemy-free, unless you count the area's small clouds of Spectralids. As you hunt for the treasure and the exit, harvest Spectralids for Pokos and nectar, and grow your Pikmin army in the Queen Candypop Buds.

TREASURE



Arboreal Frillery

10 Pokos



Some sections of the sublevel are covered with water, but it's not deep enough to harm any of your Pikmin. Trudge on.

Candypop Windfall



You'll find a pair of Queen Candypop Buds—if you have fewer than 20 blue Pikmin, use the buds to increase their numbers.

Wily Weed



The 10-Poko leaf treasure looks like much of the level's foliage. If not for the Treasure Gauge, you could easily miss it.

Sublevel 5

Sprawling Sublevel 5 offers a different danger around every corner, and a trio of prizes you'd more likely find in the kitchen than in the shower room. Take on the level's tasks one at a time and don't spread your troops too thin.

TREASURE



Broken Food Master

90 Pokos



Endless Repository

130 Pokos



Pondering Emblem

100 Pokos

Let the Air out of the Enemies



You'll come across a few Withering Blowhogs in the level. Throw your Pikmin up to the floating pigs and knock them out before they blow all of the flowers off your troops.

Fight Fire



Fire spouts are scattered throughout the level. You'll have to cut them off before you send Pikmin after the treasures. Use red Pikmin, or large groups of any Pikmin type, to cut off the flames. If Pikmin catch fire, whistle for them.

Pikmin across the Water

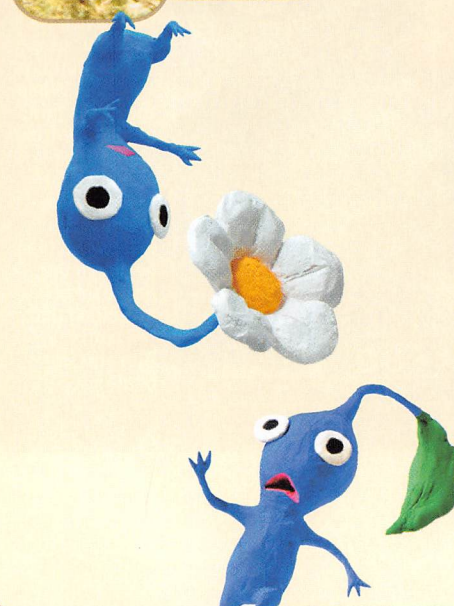


If you need to get more than just blue Pikmin to the other side of the puddle, toss the troops onto the dry ledge, guide your pilots across the water, then call your Pikmin with the whistle.

Grate Job



If one of the treasures is in the flooded area under the grate, you'll need blue Pikmin to fish it out. Throw a squad of blues through the grate and monitor their progress.



Sublevel 6



There are dangers aplenty in Sublevel 6. The key to survival is to take your time. Don't let your Pikmin scatter, or they could run

into more trouble than they can handle without your guidance. The level's Candypop Bud shows up only some of the time.

TREASURE



Rubber Ugly

90 Pokos



Behemoth Jaw

100 Pokos



Abstract Masterpiece

30 Pokos



The Doodlebug that skitters around Sublevel 6 emits poisonous gas. Use white Pikmin to stomp the critter, then soak up the nectar that it leaves behind.

Long Walk, Lots of Enemies



The hallway that leads to one of the treasures is loaded with creatures, including Dweevils of different varieties. Advance through the hall slowly and defeat the enemies one at a time, keeping close tabs on a medium-sized Pikmin army. When the Dweevil that carries a bomb-rock charges, retreat quickly. You'll likely discover the level's Orange Bulborb in water. Lure it out of the puddle, then beat it using a small group of purple Pikmin.

Final-Floor Boss: RANGING BLOYSTER



The Ranging Bloyster gets its name from its ability to send out tentacles and gobble up its prey from a long distance. Before you go after the creature, knock down the walls in the area and

collect nectar. When you're ready to take on the beast, split your Pikmin army into two equal groups and assign each pilot to a team.

Bring Out the Bloyster



Lead one of your groups into the arena to grab the attention of the Ranging Bloyster. The creature will start heading your way.

Attack from Both Ends



Switch to the second group and attack the Bloyster's backside. The tail will change colors to match the color of the Pikmin that it is tracking. When the beast turns around, switch back to the original pilot and continue the attack. Keep switching between the parties and attacking the tail until the Bloyster is beaten.

TREASURE



Amplified Amplifier

100 Pokos



Your ship will refit the Amplified Amplifier to create the Mega Tweeter. The new device will increase the range of your whistle.



Glutton's Kitchen

Electricity is the primary hazard in the Glutton's Kitchen, so yellow Pikmin are perfectly suited to the area. Also bring some purple Pikmin along because they're so burly. Dive in and begin the quest for the Dream Material.



The stone platforms provide one way to get to the area near the Glutton's Kitchen. Another method is to cross the bridge near the Ultra-Bitter Berry plants. When you reach the electric fence, have your yellow Pikmin tear it down.



CAVE ENEMIES

- Anode Beetle
- Armored Cannon Beetle Larva
- Breadbug
- Cloaking Burrow-nit
- Dwarf Bulbear
- Female Sheargrub
- Male Sheargrub
- Puffy Blowhog
- Spotty Bulbear
- BOSS:**
Giant Breadbug



Sublevel 1

The first sublevel is a playroom, and the prize is a Peach Pink Mario Paints paint stick called the Master's Instrument. You'll retrieve the prize by sending your yellow Pikmin over a wall.

TREASURE



Master's Instrument
30 Pokos

Fight with Purples, Collect with Yellows



Send your purple Pikmin out against the herd of Dwarf Bulbears. Once they're out of the way, toss a group of yellow Pikmin into the box and send them in the direction of the treasure.

Sublevel 2

If you're faster than a Breadbug, you can clean up in a hurry in Sublevel 2. The moldy minions will race you for the treasures. Grab the booty and use force to take it to the ship.

TREASURE



Massive Lid
100 Pokos

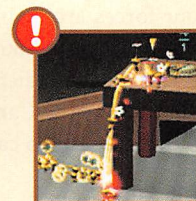


Imperative Cookie
25 Pokos

Play Tug-of-War with Breadbugs



If you see a treasure out in the open, have your Pikmin nab it quickly. Breadbugs will try to grab it, but the brute strength of your Pikmin troops will prevail. If a Breadbug has taken a treasure into its hole, you'll have to throw Pikmin onto the beast to make the treasure resurface.



If one of the treasures is on a high perch, toss yellow Pikmin up to it, then follow the little guys as they carry it.

Sublevel 3



Electric hazards come into play in Sublevel 3. If you don't have enough yellow Pikmin to deal with the nodes and Anode Beetles, you can exchange any other Pikmin type for them in a Candypop Bud.

TREASURE



Director of Destiny
100 Pokos



Harmonic Synthesizer
120 Pokos

Shock Therapy

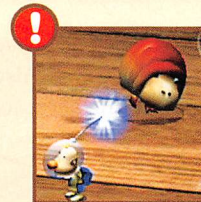


Separate your yellow Pikmin from the crowd and use them to unplug the area's electric hazards and clear away small enemies before you explore the sublevel with the entire army.

Let the Air Out



A Puffy Blowhog patrols the area. The creature will blow the petals off your flowered Pikmin. Toss yellows at the beast to deflate it, then seek nectar.



Breadbugs steal treasure. If you can't find an item out in the open, a bug has taken it. You must defeat the creature to claim the prize.

Sublevel 4

You may find treasures on platforms or on the other side of barriers in Sublevel 4. If you do, you'll have to send your Pikmin to retrieve them. Watch for prize-stealing bugs.

TREASURE



Happiness Emblem
100 Pokos



Invigorator
130 Pokos



White Goodness
60 Pokos

Bulbear Family Fracas



A Spotty Bulbear and several Dwarf Bulbears will chase your Pikmin and attempt to gobble them up. Flatten the little ones with direct hits and attack the big one from behind with a volley of purple Pikmin.



The large Spotty Bulbear will regenerate after you defeat it. Have your Pikmin take it to the ship before it returns to full health.



Sublevel 5



If your forces are dwindling, you'll need to pump up your Pikmin power. Transform five small soldiers into purple Pikmin in Sublevel 5's Candypop Bud. You'll need their muscle to carry the Antenna.

TREASURE



Sulking Antenna
150 Pokos



Boom Cone
100 Pokos

Beetles Belch Boulders



Cannon Beetles work from fortified positions in Sublevel 5. When you're exploring the level, avoid their boulders by having your soldiers move close to the walls that the rocks fly over. When it comes down to collecting the prizes, though, you'll have to beat the bugs to clear the way.



The lip of the shallow bowl will provide some cover for your Pikmin, but if the line is more than one-Pikmin deep, sprouts will get squashed.



Final-Floor Boss: Giant Breadbug



You can easily leave the dungeon's final floor without losing any more Pikmin. The only real dangers in the level are nodes and Anode Beetles, which your yellow Pikmin can take care of without being harmed. The boss is big, but it won't hurt your troops directly.

TREASURE



Hideous Visual

100 Pokos



Meat of Champions

35 Pokos



Sweet Dreamer

40 Pokos



Dream Material

100 Pokos

! The Dream Material is a rubbery compound that absorbs electricity. Your ship will use the treasure to make a new suit for your pilots: the Anti-electrifier.

Zing the Zappers



Before you take on the Breadbugs, make the floor safe for your electricity-sensitive Pikmin by taking out the Anode Beetles and electric nodes with a roving band of yellow Pikmin.

The Breadbugs Are Toast



With treasures and the bodies of Anode Beetles scattered around the level, the Giant Breadbug and its offspring will have a lot of booty to collect. Instruct your Pikmin to pull the prizes and the attached Breadbugs to the ship. Contact with the ship will damage the bugs.

Submerged Castle

Although some lakes are drainable, the body of water that surrounds the Submerged Castle will remain. Try as you may, you won't be able to get any nonswimming Pikmin into the cave, which means that you'll be going with an all-blue squad.



The Submerged Castle is packed with every type of hazard imaginable. Since you'll be able to bring only blue Pikmin into the cave, you'll need creative strategies to deal with the dangers.



CAVE ENEMIES

Anode Beetle
Anode Dweevil
Bulbmin
Careening Dirigibug
Dwarf Orange Bulborb
Fiery Blowhog
Fiery Bulblax
Fiery Dweevil
Iridescent Glint Beetle
Volatile Dweevil
Withering Blowhog
Wollywog

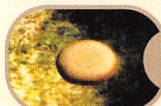
BOSS:
Waterwraith



Sublevel 1

To further cement the fact that only blue Pikmin can enter the Submerged Castle, you'll discover that Sublevel 1 is loaded with deep puddles. Forge on with your aqua army!

TREASURE



Bug Bait
15 Pokos



Diet Doomer
25 Pokos



Pastry Wheel
35 Pokos



Fiery Blowhogs fall from the sky. If you must battle one of the beasts, have your Pikmin attack its body, and be ready to reel in your buddies if they are set alight.

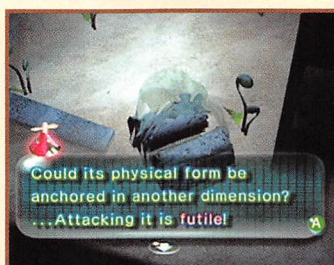
Adaptation



The dungeon has a long list of hazards that you would normally assign to Pikmin of different colors. In Sublevel 1, you'll have to deal with the fact that you have only blue Pikmin.

The level's flaming geysers erupt, then stop for a moment. Attack them with blue Pikmin when they're shut off. If they flare up, extinguish your troops with the whistle.

Waterwraith Alert

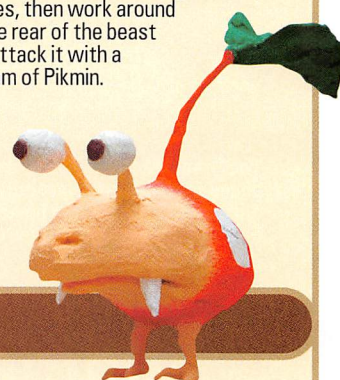


The dungeon's boss may appear on any level. If it shows up early on, stay away from it and leave the level as soon as possible.

Extinguish the Bulblax



A Fiery Bulblax has been known to stomp through Sublevel 1. If you see it, lure it to a pool to extinguish its flames, then work around to the rear of the beast and attack it with a stream of Pikmin.



Sublevel 2

Pipes and reservoirs are home to loads of enemies and three tasty treasures. The exit geyser is closed. Assign a group of Pikmin to break it up and allow you to delve deeper.

TREASURE



Comfort Cookie
10 Pokos



Confection Hoop
60 Pokos



Chocolate Cushion
40 Pokos

Befriend the Bulbmin



A large Bulbmin has several small Bulbmin under its leaf. By defeating the big guy, you'll likely earn one of the sublevel's treasures, and you'll liberate the little Bulbmin. Use your whistle to welcome them into your group.

Clean Up and Clear Out



Dweevils and bomb-rock-producing bugs will pose a danger to your Pikmin. Instruct your troops to attack the beasts, but keep an eye on them and retreat when necessary. As you explore, look for a treasure in a narrow passage.



Sublevel 3

As you take on the dangers of the deep cave, your Pikmin ranks may dwindle, making the acquisition of Bulbmin very important. Keep your army close to your pilots to protect the troops.

TREASURE



Compelling Cookie
10 Pokos



Activity Arouser
100 Pokos



Succulent Mattress
50 Pokos

New Recruits



Bulbmin are versatile beings. They are resistant to water, fire, electricity and poison. You'll find more of them in Sublevel 3. Use them to take care of the hazards that your blue Pikmin can't handle.

Battle for Booty



Some of Sublevel 3's enemies, such as the Withering Blowhogs, have swallowed treasure. Keep an eye on your Treasure Gauge and defeat the beasts that make the meter ping.



Poison will become a problem in level 4. Your Bulbmin can deal with it, but white Pikmin would be better to have, as they can leave the cave with you. Turn Bulbmin or blue Pikmin into whites in a Candypop Bud.

Sublevel 4

You'll add to your crew of Bulbmin followers in Sublevel 4, and you'll deal with poison, explosives and lots of barriers. Keep track of your troops. An Iridescent Glint Beetle holds one of the treasures.

TREASURE



Pale Passion
25 Pokos



Drone Supplies
130 Pokos



Proton AA
90 Pokos

Danger! Explosives!



Bomb-rocks rule Sublevel 4. Dwveevils carry them and Careening Dirigibugs drop them. When you see a bomb-rock begin to count down to detonation, gather your troops and get out of the way.

Cloud Control



Gas pipes generate poisonous gas. They'll be an issue if blue Pikmin have to carry treasure through the area. Use either Bulbmin or white Pikmin to cut off the poison supply.

Final-Floor Boss: WATERWRAITH

Your victory over the liquid beast of the Submerged Castle will earn you the Professional Noisemaker. After the ship turns the item into the Pluckaphone, you'll be able to pull sprouts out of the ground by using your whistle.

TREASURE



Professional Noisemaker
100 Pokos



Your Bulbmin have served you well, but you'll need purple Pikmin for the battle. Toss the Bulbmin into Candypop Buds.



When the Waterwraith drops into the arena, run to its side and toss purples at it. The beast will turn purple and become vulnerable.



After you knock the energy out of the wraith, it'll abandon its rollers and run. Chase it and hit it with more purples.





WISTFUL WILD



Where's Louie? You'll find him in the Wistful Wild deep, along with plenty of treasure. Start digging.

Above-Ground Map Key

5 Treasures: 3,175 Pokos



Purple Berries



Red Berries



Nectar



Random Nectars

1 Doomsday Apparatus

3,000 Pokos

2 Seed of Greed

70 Pokos

3 Anti-hiccup Fungus

30 Pokos

4 Armored Nut

60 Pokos

5 Conifer Spire

15 Pokos



Cavern of Chaos

17 Treasures: 1,940 Pokos

Mirth Sphere

85 Pokos

Enamel Buster

60 Pokos

Frosty Bauble

100 Pokos

Essence of Despair

80 Pokos

Gemstar Wife

100 Pokos

Infernal Vegetable

30 Pokos

Child of the Earth

40 Pokos

Mysterious Remains

150 Pokos

Milk Tub

60 Pokos

Growshroom

50 Pokos

Princess Pearl

100 Pokos

Impenetrable Cookie

25 Pokos

Fuel Reservoir

120 Pokos

Fruit Guard

130 Pokos

Wiggle Noggin

85 Pokos

Maternal Sculpture

55 Pokos

Silencer

670 Pokos



Hole of Heroes

13 Treasures: 2,205 Pokos

Corpulent Nut

80 Pokos

Essence of True Love

60 Pokos

Love Sphere

85 Pokos

Lustrous Element

1,000 Pokos

Nutrient Silo

130 Pokos

Joyless Jewel

100 Pokos

Dimensional Slicer

100 Pokos

Treasured Gyro Block

80 Pokos

Favorite Gyro Block

80 Pokos

Lost Gyro Block

80 Pokos

Memorable Gyro Block

80 Pokos

Fond Gyro Block

80 Pokos

Remembered Old Buddy

250 Pokos



Dream Den

21 Treasures: 5,965 Pokos

Disguised Delicacy

40 Pokos

Manual Honer

130 Pokos

Implement of Toil

55 Pokos

Glee Spinner

140 Pokos

Mirrored Element

300 Pokos

Insect Condo

40 Pokos

Future Orb

200 Pokos

Essence of Desire

90 Pokos

Possessed Squash

180 Pokos

Extreme Perspirator

150 Pokos

Talisman of Life

90 Pokos

Yellow Taste Tyrant

100 Pokos

Boss Stone

110 Pokos

Stringent Container

130 Pokos

Universal Com

100 Pokos

Hypnotic Platter

100 Pokos

Monster Pump

1,000 Pokos

Shock Therapist

1,000 Pokos

Flare Cannon

1,000 Pokos

Comedy Bomb

1,000 Pokos

King of Bugs

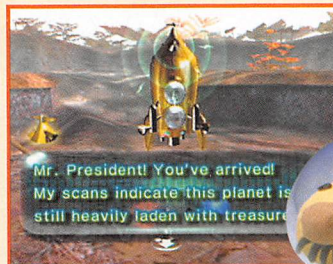
10 Pokos





Post-Payoff Plot

Your 10,000-Poko payoff will trigger a story sequence and the credits, but there's still much more to the game, including the entirety of the Wistful Wild. The post-payoff story twist has Louie missing and the Hocotate Freight president as your new partner. Take off for more adventure and treasure-collecting in your gold-plated ship, and explore the Wistful Wild. You'll notice that your ship has sorted your treasures into groups and that it shows the total number of collectible items: 201. As long as you've traveled to all other worlds, the new world will become available.



1 Doomsday Apparatus

3,000 Pokos



It'll take the strength of 1,000 normal Pikmin to carry the rusty barbell known as the Doomsday Apparatus from its resting place to the ship. That means that you'll need an army of 100 purple Pikmin for the job. Give them time. The treasure is very heavy.



To accumulate 100 purple Pikmin, you'll likely have to return to conquered caves and exchange other Pikmin for purples in Violet Candypop Buds. You'll find three buds in the eighth sub-level of the Subterranean Complex in the Valley of Repose. Once you have your army of purple toughs, take them to Doomsday.



2 Seed of Greed

70 Pokos



The nutty Seed of Greed is one of three above-ground treasures that an enemy has consumed—in this case, the beast is an Orange Bulborb that waits on the other side of a river and a poison-infused wall. You'll need Pikmin of many talents to collect it.

STEP 1



STEP 2



Snitchbugs, Cannon Beetles and Bulborbs have come out to play in the Wistful Wild. A few steps out of camp, you'll meet a menagerie of beasts—all types that you've defeated before.

Your blue Pikmin will be in for a big battle at the river. Separate the skirmishes so that your entire blue force takes on the enemies one at a time, starting with the Yellow Wollywog.



STEP 3



After all of the other enemies are out of the way, instruct your army to attack the Gatling Groink from behind. Then build a bridge and transport the bodies. The Gatling Groink will try to regenerate—move it before it has the chance.

STEP 4



Use white Pikmin to tear down one of the walls attached to the huge hollowed-out stump, then have them step aside while your purples muscle in. One of the Bulborbs has the treasure. Defeat the Withering Blowhog first to clear the battlefield.

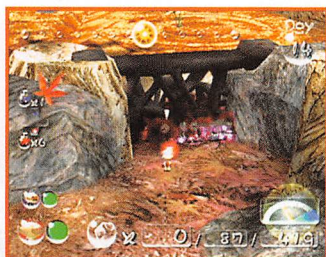
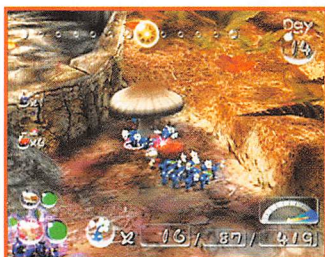


3 Anti-hiccup Fungus

30 Pokos

— — — — 25

Assuming that you've collected the Seed of Greed, grabbing the Anti-hiccup Fungus will be easy. It's close to the Dream Den. Don't wait too long after you claim the seed to get the fungus. If you hold off for a few days, the bridge will roll up and the enemies will return.



The fungus will be partially buried in the dirt when you find it. Assign your buddies to dig it out then pick it up. Assign white Pikmin to break the poison wall in the area. If a Withering Blowhog poses a problem, deal with it then return to the wall. Or take the pathway to the right to bypass the poison and enemy altogether.

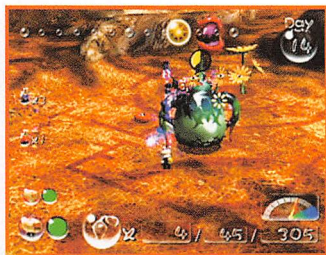


4 Armored Nut

60 Pokos

— — — 20 —

The product of a battle against a Creeping Chrysanthemum, the Armored Nut is so small, you'd miss it if the Treasure Gauge didn't tell you where it was. Take a troop of purples across the bridge to liberate the goody.



Knock the Withering Blowhog out of the sky before you take on the buried enemies, then beat the area's three Creeping Chrysanthemums one at a time. If you maintain control over your army, you'll be able to pound on all creepers without losing a single Pikmin.



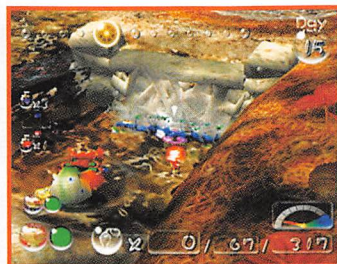
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Conifer Spire

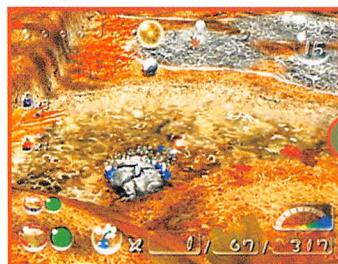
15 Pokos

- 25 25 15 -

The pinecone is in the outer reaches of the Wistful Wild, on the other side of a water-surrounded barrier and an electric fence. It's also protected by a Cannon Beetle. Retrieving the prize will take the better part of a day. Set out for it in the morning.

STEP 1

A Hermit Crawmad will make life interesting for your Pikmin on the narrow path. Lure it out of its hole and the water, then sic your blue army on the Crawmad's backside. A strong force will defeat the beast before it is able to return to its home. Take down the wall.

STEP 2

Have your blue Pikmin crack open the rock formation in the water to drain the lake. Next, retrieve the rest of your Pikmin. Put the yellows on the electric fence and assign the others to fight the Blowhogs, spores and Sheargrubs.

STEP 3

Use your purples to pound the Cannon Beetle by tossing them onto the bug's back. If you score direct hits, you'll defeat the armored insect before it can get off a single shot. Assign a few purples to carry the treasure. Have the rest lug the enemy bodies and pellets.



Cavern of Chaos

20 20 20 20 20

Dark and loaded with bad critters, the Cavern of Chaos lives up to its name. Since you'll encounter all kinds of hazards, it'll pay to be prepared by taking every type of Pikmin on the journey. The dangers of each floor will put a different group of Pikmin to task.



The Cavern of Chaos is a short jaunt from the landing site. You may have to defeat a Cannon Beetle to forge a clear path to the cave, but you'll discover that it's much easier to get to the dungeon than to get through it.

CAVE ENEMIES

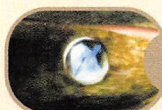
- Anode Beetle
- Bumbling Snitchbug
- Careening Dirigibug
- Cloaking Burrow-nit
- Creeping Chrysanthemum
- Dwarf Red Bulborb
- Emperor Bulblax
- Fiery Blowhog
- Fiery Bulblax
- Gatling Groink
- Iridescent Flint Beetle
- Mamuta
- Puffy Blowhog
- Swooping Snitchbug
- Water Dumple
- Watery Blowhog
- Withering Blowhog
- Wollywog
- BOSS:**
- Segmented Crawbster



Sublevel 1

Your Cavern of Chaos adventure will get off to an explosive start on Sublevel 1. Careening Dirigibugs will drop bomb-rocks into an area that is already full of the booming boulders. Be prepared to move your Pikmin out of the way.

TREASURE



Mirth Sphere

85 Pokos



Enamel Buster

60 Pokos



Detonation Trail



After you have your yellow Pikmin destroy the electric nodes, stow all of your troops in a safe place then send out a single pilot to detonate the bombs. Punch and move. If the Blowhogs are close to the explosives, they'll be blown out of the picture with little effort on your part.

Bombs from Above



Once the bomb-rocks on the ground are out of the way, go after the Careening Dirigibugs. Although yellow Pikmin fly higher than any other type, purple Pikmin have the power to defeat the creatures in a hurry. When the Dirigibugs are on the ground, surround them with all available troops.



When tossing your Pikmin, it's easy to make the mistake of throwing them over the edge. Watch the target cursor.

Sublevel 2

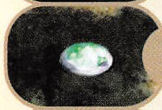
Fiery Bulblaxes rule Sublevel 2, and there's no water to douse them in sight. Gather up your red Pikmin for a fire-fighting venture. Challenge each of the sleeping giants individually, then cash in on their treasures.

TREASURE



Frosty Bauble

100 Pokos



Essence of Despair

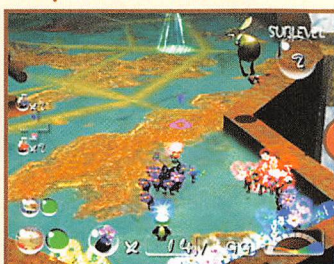
80 Pokos



Gemstar Wife

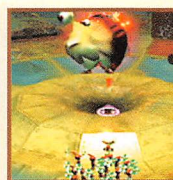
100 Pokos

Prepare for Takeoff



The Swooping Snitchbugs will be your immediate concern when you start to explore the sublevel. Toss Pikmin at the fliers to send them to the ground, then mob them.

You're on Fire!



Each Fiery Bulblax holds a treasure, which means that your red Pikmin will be very busy. Put your other Pikmin in a safe place, then attack the flaming beasts with an all-red squad. When a Bulblax chases after your team, run away and hide, then wait for it to fall asleep. When it's snoozing, attack it again. Use sprays for protection.

Sublevel 3

The cramped quarters of Sublevel 3 house big brutes: Creeping Chrysanthemums and Mamutas. Keep most of your troops in a safe place and sweep the area with purples. When the enemies are gone, have your white Pikmin dig up buried treasure.

TREASURE



Infernal Vegetable

30 Pokos



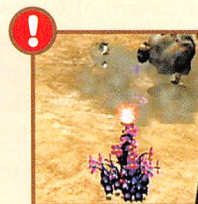
Child of the Earth

40 Pokos

Battle of the Behemoths



Use a small group of purples to take on the enemies individually, starting with air attacks. (A large Pikmin army would attack all of the enemies in the area, and you'd find yourself dealing with several battles at once.) By the time you've flung all of your purples, you may have won the fight.



Boulders fall into the arena. Every time you explore a new section of the sublevel, enter with a lone pilot to make all of the rocks fall before you bring in the troops.

Sublevel 4

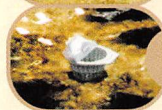
Fire spouts line puddles in dangerous Sublevel 4, home to a pair of purple-tongued Bulblaxes that pop out of the ground when you get close. One of the beasts holds the Mysterious Remains. Approach it with extreme caution.

TREASURE



Mysterious Remains

150 Pokos



Milk Tub

60 Pokos

Detonation Solution



Stealing a page from The Legend of Zelda's Dodongos, the Bulblaxes like to consume explosives, but the bomb-rocks that are scattered throughout the sublevel don't agree with the beasts. Draw a monster to a bomb-rock. Then attack it after it eats the blasting boulder and deals with indigestion.



When your red Pikmin go after the fire spouts, keep an eye on them and be ready to whistle for them if they step into the water.

Sublevel 5

Sanctuary at last. If you've relied on your purples to get you through the first four levels and you've let their numbers dwindle, you can add five of them to your squad in Sublevel 5. You can also

trigger white-Pikmin transformations and add to your total Pikmin population in a Queen Candypop Bud. Revitalize your army, then get ready for the long road ahead.





Sublevel 6

Water Dumples are nastier than they look. They move fairly quickly and they have large mouths, making them capable of consuming several Pikmin at a time. Deal with Sublevel 6's Dumples by squashing them with purple Pikmin.

TREASURE



Growshroom

50 Pokos



Princess Pearl

100 Pokos

Call for Special Forces



Littered with small but lethal beasts, Sublevel 6 is deceptively treacherous. Keep your allies close and send specialists out to deal with individual hazards.



After you've unplugged all of the electric wires in the level, have groups of blue Pikmin carry the treasures back to the ship. They may have to go through water on their return.



Sublevel 7

Airborne Blowhogs of two varieties take aim at your troops in Sublevel 7, and one of them holds the Impenetrable Cookie. Yellow Pikmin perform especially well against the creatures, but you can use any type of Pikmin to fight them.

TREASURE



Impenetrable Cookie

25 Pokos



Fuel Reservoir

120 Pokos

Let the Air Out



Don't let the Blowhogs get you down. When they blow your Pikmin over, use the whistle to pick up the little guys. Then fire your troops up to the Blowhogs and weigh them down. If they pull a hog to the ground, finish it off with a mob attack.

Go for the Gas



If you've still got white Pikmin on your side, direct them to the poison pipes and have them cut off the gas, but watch out for Cloaking Burrow-nits. If a nit approaches unprotected troops, it'll gobble them up in a hurry.

Sublevel 8

There's only one treasure in Sublevel 8, but there are plenty of enemies, including two Gatling Groinks. Depending on the distance between the ship and the treasure, you may have to defeat a lot of the creatures. Attack them in waves.

TREASURE



Fruit Guard

130 Pokos

Swarm and Retreat



Take on a few Dwarf Bulborbs one at a time with squashing lobbs, then regroup. When an area is clear of the small buggers, lure a Gatling Groink toward you and attack it from behind. If you still have 10 or more purples in your ranks, use them to get the Groinks.

Sublevel 9

A bobblehead and the working end of a baby bottle are your finds in Sublevel 9. To retrieve them, you'll have to face fiends with balloons, puddles and noxious gasses. It sounds like a one-year-old's birthday party, but it's quite a battle.

TREASURE



Wiggle Noggin

85 Pokos



Maternal Sculpture

55 Pokos

Careening Creeps



The Dirigibugs are brutal. They'll drop bomb-rocks on narrow ledges, giving your Pikmin very limited escape routes. If it looks like the bugs are going to be in your way, hit them with blues to ensure that the area's water is not a problem.

Cut off the Poison Pipes



Unlike fire spouts and electric nodes, poison pipes never shut off by themselves. Therefore, they're almost impossible to break with any type of Pikmin other than whites.

Final-Floor Boss: SEGMENTED CRAWBSTER

A loud battle will end in your acquisition of the Silencer, a valuable (if not disturbing) piece of salvage. To get the prize, you'll have to deal with a hard-shelled but soft-bellied sea creature and a constant barrage of falling rocks. Keep your troops on their toes.

TREASURE



Silencer

670 Pokos



Get the Crawbster's attention to make it start rolling toward your pilot, then run up the incline to the landing side. When the creature hits the hill or the area's walls, it will flip over for a few seconds and rocks will drop into the arena. Attack the beast's belly with a large army—preferably one under the power of Ultra-Spicy Spray.



Hole of Heroes

20 20 20 20 20

The deep Hole of Heroes has 15 sublevels but only 13 treasures. To break up the tough battles and help you regenerate your squad, there are three rest areas. You'll reach the cave by taking the path to the Connifer Spire, then advancing along a halfpipe to the hole.



CAVE ENEMIES

Anode Beetle	Iridescent Flint Beetle
Anode Dweevil	Iridescent Glint Beetle
Antenna Beetle	Lesser Spotted Jellyfloat
Armored Cannon Beetle Larva	Male Sheargrub
Beady Long Legs	Mamuta
Bulbmin	Man-at-legs
Bulborb Larva	Mitite
Bumbling Snitchbug	Munge Dweevil
Burrowing Snagret	Orange Bulborb
Careening Dirigibug	Pileated Snagret
Caustic Dweevil	Puffy Blowhog
Cloaking Burrow-nit	Ranging Bloyster
Creeping Chrysanthemum	Red Bulborb
Decorated Cannon Beetle	Shearwig
Doodlebug	Skitter Leaf
Dwarf Bulbear	Snow Bulborb
Dwarf Orange Bulborb	Spotty Bulbear
Dwarf Red Bulborb	Swooping Snitchbug
Emperor Bulblax	Unmarked Spectralids
Empress Bulblax	Volatile Dweevil
Female Sheargrub	Water Dumple
Fiery Blowhog	Watery Blowhog
Fiery Bulblax	Withering Blowhog
Fiery Dweevil	Wogpole
Greater Spotted Jellyfloat	Wollywog
Hairy Bulborb	Yellow Wollywog
Hermit Crawmad	
Honeywisp	

BOSS:
Raging Long Legs



Sublevel 1

A beatific and serene scene will turn ugly fast when you step out of your ship's shadow in Sublevel 1. Most of the area's enemies are ground-dwellers, and they will emerge from the soil when you approach them. Attack quickly.

TREASURE

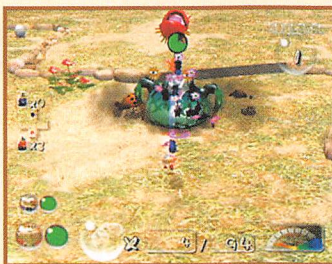


Corpulent Nut

80 Pokos



Out of the Ground, into the Battle



Watch for the flowers of the Creeping Chrysanthemums, and approach them cautiously. If any Pikmin are near when a mum emerges, they'll be bowled over. Attack the mums and Burrow-nits with steady streams of purple Pikmin.

Nab the Nut



In addition to enemies that pop up from the ground, you'll encounter Dwarf Orange Bulborbs that drop from the sky. As some of your troops collect the Corpulent Nut, send the rest of your army to escort them.

Sublevel 2

You may be progressing fine in Sublevel 2, then one little bomb-rock or an Anode Beetle spells the end for a big chunk of your Pikmin force. Advance through the level slowly and take the hazards as they come.

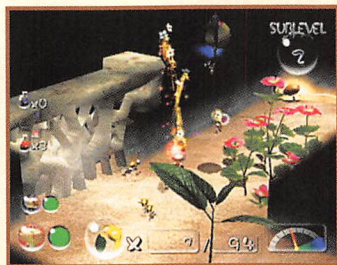
TREASURE



Essence of True Love

60 Pokos

Airborne Triple Threat



Two types of Snitchbugs will pick up your troops and pilots, and Careening Dirigibugs will drop bomb-rocks. Send Pikmin flying to knock the creatures out of the air, then surround them with an army on the ground.



Bomb-rocks drop onto the scene. Scope out the area with a solo pilot before you take a full complement of Pikmin into unknown territory.



Fighting the Snitchbugs may require all of your yellows, which means that you must battle Anode Beetles with the others. Hit the beetles when they're not sparking.

Sublevel 3

Sublevel 3 is a Blowhog battleground. Watery and Fiery varieties fight on the ground, while the Puffy and Withering varieties attack by air. Take on the porkers, then collect another entry in the marble series.

TREASURE



Love Sphere

85 Pokos

Blown Away by Blowhogs



Since the Blowhogs on the ground pose more danger to your Pikmin, take them on first if you can—and be aware of their ability to blow fire and water through breakable barriers. When taking on the airborne Blowhogs, be ready to call your troops after the piggies have blown them down.



Dweevils deliver bomb-rocks in Sublevel 3. Run away from them and take your troops with you.

Sublevel 4

The Lustrous Element is a valuable token, but it will come at a tremendous price: you'll have to defeat at least one of two Snagrets in a sandy sinkhole to expose it. Go after the creature that makes your Treasure Gauge top out.

TREASURE



Lustrous Element

1,000 Pokos

Feathered Fiend



The hopping Pileated Snagret will come out of the ground very quickly when it's at full health—too quickly for you to attack the head while it's emerging. Toss yellows at the bird's noggin and keep the rest of your troops away from the beak.

Burrowing Bird



The Burrowing Snagret is shorter than its fowl sibling but every bit as dangerous. If it doesn't hold the treasure, avoid it. If it does, toss Pikmin at its head and whittle away. Stay clear of the sinkhole's center to retain your mobility.

Sublevel 5

Mamutas can't defeat Pikmin, but they can smash your pals into the ground. The good news is that replanted Pikmin emerge with flowers on their heads. If the rock creatures are causing havoc, defeat them with air attacks, then pull any Pikmin from the soil with your Pluckaphone.



While you're searching for the Candypop Bud, take on the Mamutas. After they're gone, hit the Honeywisps and Unmarked Spectralids, and soak up their nectar.



Sublevel 6

If you're low on blue Pikmin, you can transform other types into blues in Sublevel 6's Candypop Buds. You'll need at least a few of the water-resisters to reach and open the exit.

TREASURE



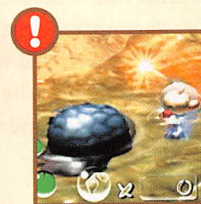
Nutrient Silo

130 Pokos

Lifeguard Not on Duty



The water of Sublevel 6 is teeming with aquatic adversaries. Hermit Crawmads, Wollywogs and Water Dumps make movement in and around the puddles tricky at best, and nearly impossible at worst. Keep the bulk of your squad in a safe place, and travel with a small squad of blues. Be careful—you'll need blues to carry the treasure through water.



Wollywogs can't harm your Pikmin, but they can preoccupy the little buddies when other creatures are attacking. Call your troops and move.

Sublevel 7

Your acquisition of the Joyless Jewel will be the cause for much mirth. To retrieve the green beauty, you'll have to endure a mini boss battle against a slimy Ranging Bloyster and four Cannon Beetles. Keep the troops close to your pilots.

TREASURE



Joyless Jewel

100 Pokos

Turn the Beetles Against Each Other



A quartet of Cannon Beetles patrols the corners of the arena. After one beetle fires a boulder in your direction, move on to another beetle and try to lure the rock so that it hits the beetle you're closest to.

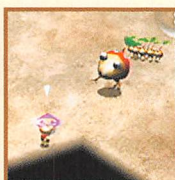
Divide and Conquer



The Ranging Bloyster has the prize. Separate your Pikmin into two teams: one led by Olimar and one led by the president. Use a team to attract the attention of the creature, then switch control to the other team and use it to attack the bulb on the beast's behind. After the behemoth turns around, switch back to the first team and continue your attack.

Sublevel 8

Following your tough battle in Sublevel 7, you'll have a chance to rest and an opportunity to add to your red Pikmin army. You'll also acquire Bulbmin. If you're surface-bound, turn them into Pikmin. If you're going deeper, keep them intact.



Squash Doodlebugs for nectar and watch for their poisonous clouds. Acquire small Bulbmin by defeating the larger one then calling the others with your whistle.



Sublevel 9

Bulborbs rule Sublevel 9. By this point you've encountered many of the beasts, so you know how brutal they can be. If at all possible, separate the creatures so you fight only one big one at a time.

TREASURE



Dimensional Slicer

100 Pokos

One Waking Bulborb



Only one of the large Bulborbs will be awake when you drop into the level. To defeat it before it wakes the others, lure it into the drained pool and toss Pikmin over the edge, onto its back.

Let Sleeping Beasts Lie



Unless they're carrying treasure, it's best to tip-toe around the sleeping Bulborbs. If you feel compelled to fight them, hit them hard enough to defeat them before they can gobble up your troops.

Fire when Ready



It's no coincidence that Sublevel 8 has red-Pikmin-creating Crimson Candypop Buds; you'll need fire resistance to grab the treasure from a Fiery Bulborb. Attack it, clear out and wait for it to fall asleep, then attack it again.

Sublevel 10

By the time you reach Sublevel 10, you'll realize why the dungeon is called the Hole of Heroes. You'll have to be a master at fighting very large enemies to survive the cave's trials. The tenth trial will pit you against Emperor Bulblaxes.

TREASURE



Treasured Gyro Block

80 Pokos

Unearth a Bulblax



One of the sublevel's two Bulblaxes carries the treasure. Use your Treasure Gauge to discover the right one, then hit it with extreme force, leading with your purple Pikmin. The creature's back is armored, so you must attack its head.



The Mitites won't harm your Pikmin, but they will give the little guys a scare and make them run wild. Smash the bugs with purple Pikmin to create pools of nectar.



Sublevel 11

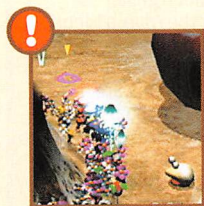
The forecast for Sublevel 11 calls for rolling thunder. An Empress Bulblax has swallowed the prize and lies in a long, narrow cave. When the beast steams into the walls, watch for falling rocks.

TREASURE



Favorite Gyro Block

80 Pokos



The Bulblax offspring, Bulborb Larvae, will cause a lot of trouble when you enter the arena. They eat Pikmin faster than most small enemies do. One spaceman's punch will do them in.

Hit the Ground Running



You'll land near the rear of the Empress Bulblax, where the creature's offspring pop out. Run from the little beasts then instruct your Pikmin to tear down the wall that leads to the exit on the other end of the arena.

Attack in Stages



If you have 10 or more purple Pikmin, leave your other Pikmin near the exit and attack the big creature with purples only. Toss troops at the empress's head, then call them back before it throws them off. After the monster stops rolling, attack again.

Sublevel 12

Small and quiet Sublevel 12 offers rest, nectar, a Queen Candypop Bud, treasure and an exit geyser. If you're low on Pikmin, leave the dungeon with the treasures you've collected so far, then return with more troops later.

TREASURE



Lost Gyro Block

80 Pokos

Squash the Skitterers



Doodlebugs emit poisonous clouds as they move, and release nectar after you hit them with a flying Pikmin. The sublevel's Iridescent Glint Beetle holds the Lost Gyro Block. The pinging of the Treasure Gauge will tell you it's near. Throw Pikmin in the beetle's direction and score with a direct hit.



They produce only Pikmin of common colors (red, yellow and blue), but the Queen Candypop Buds actually raise the number of soldiers in your squad.

Sublevel 13

At a value of 80 Pokos, the Memorable Gyro Block is not as treasured as it should be, especially considering the trouble that you'll have to go through to collect it. That's right! The Man-at-legs returns, laser cannons and all!

TREASURE



Memorable Gyro Block

80 Pokos

Leg It Out



The safest way to beat the mechanical beast in the center of the arena is to crush it with blue Pikmin quickly. Guide a group of 20 or so blues to the edge of the water, then throw them onto the mechanical spider. A strong start will ensure a short battle. When the creature attacks, call your Pikmin away from the water and regroup.



The bumps in the arena act as cover. When the creature is firing its laser, run and hide.

Sublevel 14

What could possibly trump a battle with a Man-at-legs? Following Sublevel 13's fight with the mechanical spider, you'll battle the beast that the Man-at-legs was modeled after: Beady Long Legs. You'll also face nasty spiderlike Dweevils.

TREASURE TO FIND

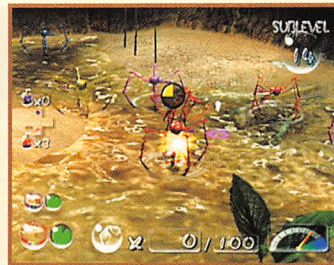


Fond Gyro Block

80 Pokos

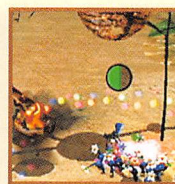


Deal with the Dweevils



Dweevils of all types skitter around Sublevel 14. Attack them with Pikmin that match their attacks (red Pikmin for Fiery Dweevils, for example) to ensure hazard immunity. You can also take them on solo.

Arachnid Attack



Since the Beady Long Legs is not equipped with guns and lasers, it's much easier to defeat than the Man-at-legs. Put a group of blue Pikmin on the attack so the lakes around the miniboss are not an issue. Aim for the beast's body, collect the Pikmin that it shakes off, and keep tossing troops until the monster is gone.

Final-Floor Boss: RAGING LONG LEGS



The last three sublevels of the Hole of Heroes feature battles with giant spiderlike creatures. Although the Raging Long Legs is intimidating, it's also a very big target. As long as you defeat the Jellyfloats in the area before you take on the boss, the battle will be a cinch.

TREASURE TO FIND



Remembered Old Buddy

250 Pokos



Jelly Bellies



The arena's four Jellyfloats will attempt to suck your Pikmin into their transparent stomachs. Stay out of the center of the arena to keep the boss from appearing prematurely, and attack the Jellyfloats one at a time.

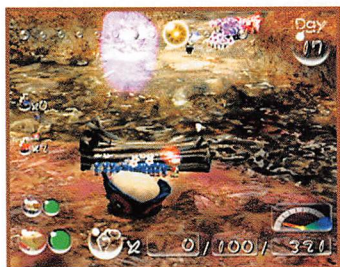


The leader of the Hole of Heroes is a big-bodied spider with large stomping feet. Attack the creature with a small group of purple Pikmin and keep them away from the clod's clompers. The fight will be short, and your victory will be sweet.

Dream Den

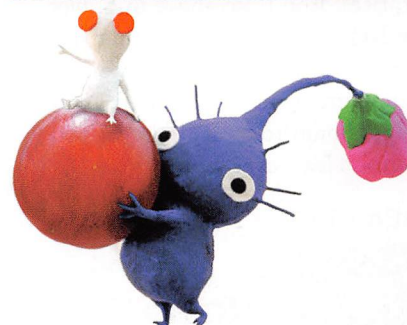
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Jam-packed with enemies and treasures, the Dream Den is the cave to end all caves. If you've collected all of the above-ground treasures, you've already beaten a path to the entrance, though you may have to reconstruct the bridge if it's been a while since you last crossed it.



CAVE ENEMIES

Anode Beetle	Honeywisp
Anode Dweevil	Iridescent Flint Beetle
Antenna Beetle	Iridescent Glint Beetle
Armored Cannon Beetle Larva	Lesser Spotted Jellyfloat
Beady Long Legs	Male Sheargrub
Breadbug	Mamuta
Bumbling Snitchbug	Man-at-legs
Burrowing Snagret	Mitite
Careening Dirigibug	Munge Dweevil
Caustic Dweevil	Orange Bulborb
Cloaking Burrow-nit	Pileated Snagret
Creeping Chrysanthemum	Puffy Blowhog
Decorated Cannon Beetle	Ranging Bloyster
Doodlebug	Red Bulborb
Dwarf Bulbear	Shearwig
Dwarf Orange Bulborb	Skitter Leaf
Dwarf Red Bulborb	Snow Bulborb
Emperor Bulblax	Spotty Bulbear
Empress Bulblax	Swooping Snitchbug
Female Sheargrub	Unmarked Spectralids
Fiery Blowhog	Volatile Dweevil
Fiery Bulblax	Water Dumple
Fiery Dweevil	Watery Blowhog
Gatling Groink	Withering Blowhog
Greater Spotted Jellyfloat	Wogpole
Hairy Bulborb	Wollywog
Hermit Crawmad	BOSS: Titan Dweevil



Sublevel 1

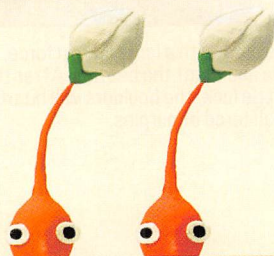
Crawling with Dwarf Orange Bulborbs and patrolled by Jellyfloats, Sublevel 1 is a very challenging first level. Clear out the area around your ship then keep the bulk of your troops there while small groups of specialists take on the enemies.

TREASURE

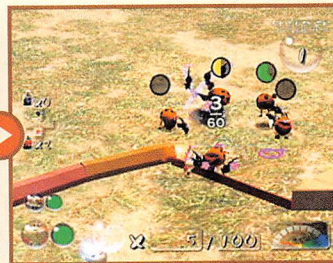


Disguised Delicacy

40 Pokos



Sink the Floats



Beware of the Jellyfloats! The bloated beasts will attempt to consume your troops. Expend your initial efforts in Sublevel 1 bringing down the floats. If you're quick, you'll defeat them before they can consume your Pikmin.

Deliver the Delicacy



Use white Pikmin to cut off the poisonous gas pipes and purple Pikmin to squash the little Bulborbs. Then draw the Crawmads from their holes and gang up on them. When the path is clear, have your Pikmin pick up the treasure.

Sublevel 2

A pencil and a pencil sharpener are your prizes for successful completion of Sublevel 2. The Implement of Toil is so small that you'd miss it if it weren't for the Treasure Gauge. Defeat all of the enemies before you collect the prizes.

TREASURE



Manual Honer

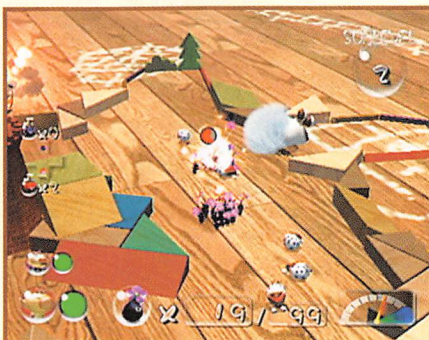
130 Pokos



Implement of Toil

55 Pokos

Hunt for Bulborbs



Before you take on the Gatling Groink that lobbs shots from its castle perch, go after the Hairy Bulborb and its smaller Snow Bulborbs. But beware of the Groink's shots.

The Terror of the Tower



The Gatling Groink runs in place at the top of the tower. Guide a group of yellow Pikmin up the ramp close to the tower, then throw them at the beast's back.

Sublevel 3

Surprises drop from above in Sublevel 3. The large Orange Bulborb that has the sublevel's treasure will plop into the area unannounced and attempt to devour your troops. Bomb-rocks will also rain down when you least expect them.

TREASURE



Glee Spinner

140 Pokos

Clean-up on Sublevel 3



Run through the area with a solo pilot or a very small Pikmin force to make the Bulborb and bomb-rocks drop. Also lure Dirigibugs to release bombs near your other enemies. Then defeat the Bulborb and collect the prize.

Sublevel 4

Beetles of two types rule Sublevel 4. The nastier of the bugs are Cannon Beetles, but don't take the Anode Beetles lightly, either. They can zap your non-yellow Pikmin in an instant. The Mirrored Element should be near the exit.

TREASURE



Mirrored Element

300 Pokos



Electricity arcs between Anode Beetles. After the Cannon Beetles are out of the way, take out the little sparkers with a band of yellow Pikmin.

Turn the Tables



A mob of Cannon Beetles holds forth in Sublevel 4. If you explore the area with a large Pikmin force, you'll wipe out the beetles in no time. Take a single pilot into the area and taunt the beetles. After they release their boulders, have your pilot step out of the way. With a little luck, the boulders will hit other beetles. Once you're down to a few insects, attack them with a small force of purples.

Sublevel 5

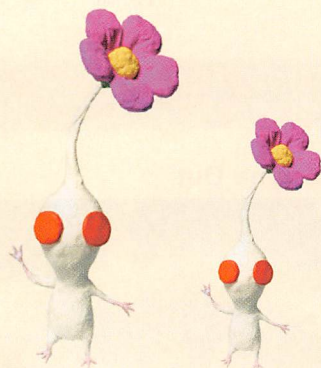
Sublevel 5 is filled with challenges that are best suited for red Pikmin. Since the sublevel has a single treasure—a red apple called the Insect Condo—you have to clear a path only between the item and the ship.

TREASURE



Insect Condo

40 Pokos



Turn Down the Heat



You'll find the treasure inside the Fiery Bulblax. Before you take on the flaming monster, use red Pikmin to extinguish all of the blazes and defeat all of the Blowhogs in the way.

Flame Out



Red Pikmin are a must for your battle against the Fiery Bulblax. If you are down to only a few of the crimson sprouts, help them out by hitting the Bulblax with petrifying Ultra-Bitter Spray. Once the creature is gone, you'll be able to claim the treasure.

Sublevel 6

Sublevel 6's central feature is a sandy sinkhole. The level's enemies sit and float around the sinkhole, making it tricky to establish footing during battles. As always, you'll do best by taking on the foes one at a time.

TREASURE



Future Orb

200 Pokos



Collect the Crystal Ball



The Future Orb is inside a very large Jellyfloat. It's so big that it will suck up your pilots if they get too close. Toss Pikmin up to the creature to weigh it down, then surround it with Pikmin to finish it off.

Cannon Beetles on the Edge



Two Cannon Beetles sit at opposite ends of the sinkhole. Try to get one of the beetles to hit the other one with its boulder, then attack the first one with a solo spaceman or a squad of purple Pikmin.

Sublevel 7

Keep your Pikmin together in a tight unit and be prepared to fling them at airborne enemies as you explore Sublevel 7. You'll likely gain the Essence of Desire after you defeat one of the sublevel's Blowhogs.

TREASURE



Essence of Desire

90 Pokos

Air Battle



Careening Dirigibugs and Swooping Snitchbugs are a bad combination. The Snitchbugs pick up your pilots, then the Dirigibugs drop bomb-rocks, which can devastate your helpless Pikmin. Separate the flying fiends and defeat them with substantial Pikmin forces.



If a Snitchbug picks up one of the pilots, switch control to the other pilot and knock down the bug with a steady stream of Pikmin.

Sublevel 8

The enemies and hazards of Sublevel 8 are small but dangerous. You'll go up against Antenna Beetles, Dweevils of all types, gas spouts, fire spouts and electricity. The Possessed Squash will walk away under the power of a Dweevil. Mash the bug.

TREASURE



Possessed Squash

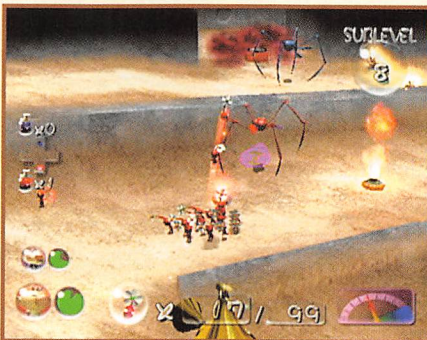
180 Pokos



Extreme Perspirator

150 Pokos

Spider Skirmish



You'll spend most of your time in Sublevel 8 fighting Dweevils. The evil ones generate electricity; they will zap non-yellow Pikmin instantly.

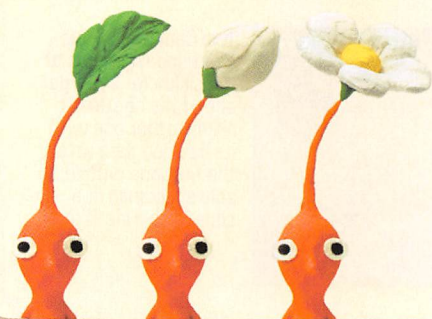
Turn on, Tune Out



The Antenna Beetle sends radio signals that jam your Treasure Gauge and confuse your Pikmin. Use your whistle to regain control of your troops, and hit the bug whenever you get the chance.

Sublevel 9

After all of the intense action, you'll find Sublevel 9 to be a calm oasis. If your forces have been depleted, use the exit geyser to escape the Dream Den with your prizes.



Squash Bugs for Nectar



Doodlebugs break up the quiet and emit small clouds of poisonous gas. Toss Pikmin onto the creatures to smash them and create pools of nectar.

Sublevel 10

A Gatling Groink rules flooded Sublevel 10, and the place is packed with other enemies, too. It'll be a tough battle for your blue Pikmin. Take your time and separate the fights so that you aren't caught between enemies.

TREASURE



Talisman of Life

90 Pokos



It's too risky to take any Pikmin besides blues through the sublevel. Drop off your other troops in a safe alcove, where the Groink can't get them.

Guide the Groink



The Gatling Groink is one powerful beast. Put your Pikmin in a safe place and have a single pilot lead the Groink through the sublevel, stepping out of the way of the fish-tank's fire. The blasts will hit the other enemies and help you clear the area. Haul the defeated Groink before it revives itself.

Fight the Jellyfloat



Once you've cleared the rest of the enemies, dedicate a squad of blue Pikmin to defeating the Jellyfloat for the Talisman of Life. Retain at least 15 blues to carry the level's treasure.

Sublevel 11

A cavalcade of creatures patrols Sublevel 11. You'll find a Breadbug, Cloaking Burrow-nits and land-based Blowhogs, among others. The exit will be sealed off, too. You'll have to traverse the area with a sizeable Pikmin force to open it.

TREASURE



Yellow Taste Tyrant

100 Pokos



Boss Stone

110 Pokos



The sublevel's Breadbug could make off with a prize. If your Treasure Gauge points you in the direction of the bug's hole, you'll have to defeat the creature to expose the item.

Hazards and Foes



You'll deal with poison spouts and electric shockers, along with Watery and Fiery Blowhogs. Select the appropriate Pikmin for each situation and address the threats as they come.

The Battle Continues



Snitchbugs are the least of your worries. Cloaking Burrow-nits will gobble up your Pikmin if they are left to their own devices.

Sublevel 12

An Antenna Beetle will confuse your Pikmin and keep you from getting a good read on where the treasures are. To succeed in Sublevel 12, you'll have to defeat the wily insect before you go about collecting the prizes.

TREASURE



Stringent Container
130 Pokos



Universal Com
100 Pokos



Beware of falling boulders! When you see one's shadow, you'll be tipped off that it's dropping. Step out of the way.

Attack the Antenna



Chase the Antenna Beetle as soon as you see it, and take out any Wollywogs along the way. Tiptoe around the Bulborbs, though, so they don't wake up.

Uncover the Booty



Once the Antenna Beetle is gone, you'll be able to hunt for the treasures. You'll find one of them inside a sleeping Bulbear. Surprise it with a purple-Pikmin attack. You'll find the other treasure buried in the ground. Use your white Pikmin to dig it up.

Sublevel 13

Large Bulborbs of many varieties snooze in tiny Sublevel 13, a fairly simple level that leads to the cave's last big challenge. Do what you can to leave lucky number 13 with all of your Pikmin intact.

TREASURE



Hypnotic Platter
100 Pokos

One Creature Has the Prize



The best way to survive in a room full of sleeping monsters is to let the beasts keep sleeping. Unfortunately, one of the behemoths has swallowed the Hypnotic Platter. Use your Treasure Gauge to find the bottle-cap bearer and hit it with a purple-Pikmin force. If the other enemies awake, slam them with the purples, too.



Final-Floor Boss: TITAN DWEEVIL

The Dream Den will turn into a nightmare when you take on the gigantic chrome Dweevil that waits under the surface of Sublevel 14. Louie sits stunned on a pile of salvage, only to be lifted onto the back of the mechanical monster. Attack its weapons!

TREASURE



Monster Pump

1,000 Pokos



Shock Therapist

1,000 Pokos



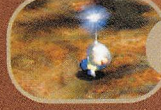
Flare Cannon

1,000 Pokos



Comedy Bomb

1,000 Pokos



King of Bugs

10 Pokos



You can save Pikmin from each of the monster's attacks, except for electricity; yellow Pikmin are indispensable in the final battle because of their electricity resistance and their ability to fly high. As the battle begins, face the beast with a band of yellows and keep the other troops safe.

Monster Pump



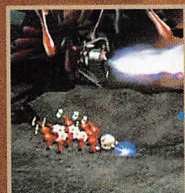
Destroy the water cannon first—its water blasts reach farther than any other attacks. Toss yellows at the cannon, but prepare to call them if they get into trouble. Check on your remote group during blasts to ensure that your other Pikmin are unharmed.

Shock Therapist



Because electric attacks are devastating to all Pikmin except yellows, you'll want to attack the creature's electric zapper immediately after you take out the water cannon. Toss Pikmin up to the charged implement and keep fighting until it's gone.

Flare Cannon



Once the boss can't hit your Pikmin with water or electricity, it'll be relatively safe to put non-yellow Pikmin on the offensive. Use reds to attack the monster's fire blaster.

Comedy Bomb



If your white Pikmin are up to the task, have them attack the boss's final part. If you're low on white Pikmin, use other types, but be ready to save them from the poisonous clouds.

The Disarmed Dweevil

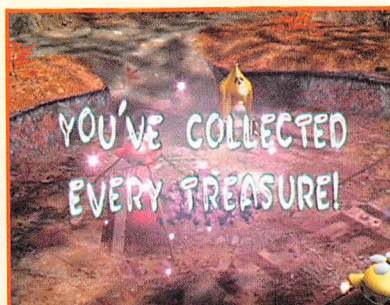


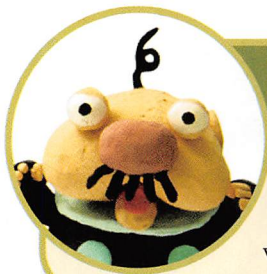
After you strip the creature of its weapons, you'll be able to beat it with a squad of purple Pikmin. Attack, call the troops after the Dweevil shakes, then attack again.



Precious Memories

The treasures are all yours, but the biggest rewards are the return of Louie and the friendship of the Pikmin. After you've collected all of the treasures, you can consult the Treasure List to see that all of the series are complete. If you just don't want the fun to end, you can revisit the world, check in with your Pikmin buddies and battle the beasties. You're the master of insect disaster.





Two-Week Walk-Through

Pikmin 2 doesn't have the day limitations of the original game, but quick completion is still a good measure of your prowess—more so than total Pokos collected. The key to accumulating all of the treasures in two short weeks is to plan for your above-ground adventure. You can take your sweet time in the caves.

VALLEY OF REPOSE



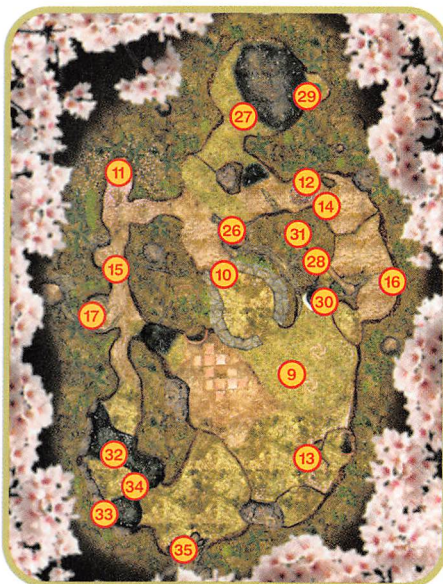
DAY 1: VALLEY OF REPOSE

- 1 Time is not a factor on the first day. Start by befriending the red Pikmin with Olimar and using them to attack the Dwarf Red Bulborb.
- 2 Switch control to Louie and find the Red Onion. Pull the red Pikmin from the ground and use it to harvest pellets. Wait until the new sprouts flower before you pluck them to give them more speed and power.
- 3 Have Olimar and Louie meet on opposite sides of the paper bag, then toss Pikmin onto the bag to compress the air-filled obstacle.
- 4 Assign a troop of Pikmin to carry the Bulborb body to the Onion, and let the resulting sprouts mature in the ground. Pluck the flowers, guide all of your Pikmin to the Courage Reactor, then have them take it to the ship to complete the first day.

DAY 2: VALLEY OF REPOSE

- 5 Assign your Pikmin to cut Pellet Posies and collect pellets. Look for posies around the landing site, near the bags and in the area where you found the Red Onion on Day 1. Don't wait for sprouts to mature. Pluck them and use them to flatten the second bag.
- 6 Toss Pikmin at the Bulborbs in the circular arena to defeat them in a hurry. Have them carry the bodies to the Onion, then put 35 Pikmin on the task of collecting the **Utter Scrap**. Use any extra Pikmin to start tearing down the barrier nearby, then get the others to help.

AWAKENING WOOD

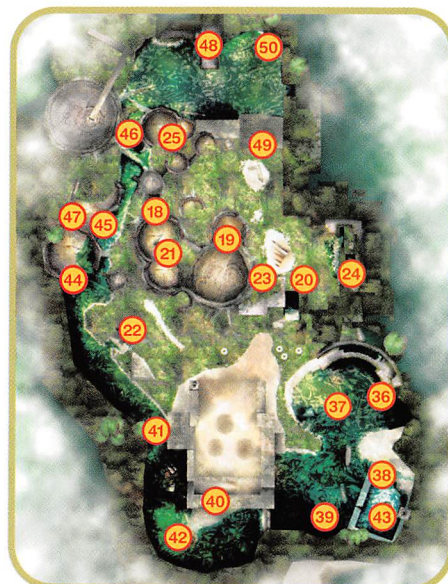


- 7 Enter the Cave of Emergence, collect treasures, use Violet Candypop Buds to create **Purple Pikmin** (letting them flower before you collect them), then use the exit geyser to leave without collecting the cave's heaviest prize. When you return to the above-ground area, many of the posies will have regrown. Cut down the posies, collect the pellets then enter the cave again. By repeating the process until nearly sundown, you'll raise quite the Pikmin army.
- 8 Pluck all Pikmin sprouts before your last trip to the Cave of Emergence. Collect the **Spherical Atlas** inside. When you leave with the treasure, the day will end automatically.

DAY 3: AWAKENING WOOD

- 9 Collect pellets and the bodies of defeated enemies to produce more Pikmin sprouts. Assign a group to collect the **Sunseed Berry**, then assemble a large squad for the next task.
- 10 Use most of your Pikmin to destroy the wall and mob the Cloaking Burrow-nit on the other side while a smaller unit collects **Ultra-Spicy Berries** from a pair of plants.
- 11 Defeat the Creeping Chrysanthemum on the way to the **Hole of Beasts** by swarming it when it falls. After you collect the **Prototype Detector** from the cave, the ship will add the Treasure Gauge to your Exploration Kit. Return to the cave and run through the levels with one pilot until you reach Sublevel 4. Use the Violet Candypop Bud to create more purple Pikmin, then exit and reenter until you have a sizeable purple crew. In the Wistful Wild, you'll need 100 purples to collect a very heavy prize.
- 12 Use the weight of your purple Pikmin to flatten the area's sturdy paper bag, then proceed to the White Flower Garden. You'll get **White Pikmin** and the **Five-man Napsack** inside. After you're out of the cave, return to the underground once more to increase your white-Pikmin population. If you have time before the end of the day, collect more Ultra-Spicy Berries.

PERPLEXING POOL



WISTFUL WILD



DAY 4: AWAKENING WOOD

- 13 After all of your Day 3 Pikmin-conversion efforts, you'll need more reds. Collect pellets and bug bodies to grow more sprouts, then use a troop of white Pikmin to dig up the **Pilgrim Bulb** in a pot near the landing site.
- 14 Recruit an army of 40 reds, 30 whites and 20 purples, and use the white Pikmin to destroy the poison-gas-infused barrier.
- 15 Have one of the pilots guide the white Pikmin to another poisonous wall while the other pilot gathers the red Pikmin.
- 16 March the red Pikmin to the seesaw platforms. Toss all but one of the Pikmin onto the ledge nearby, then have your pilot stand on the lower platform and toss the remaining soldier onto the higher platform. The platforms will shift, giving you access to the **Chance Totem** and a supply of **Ultra-Bitter Berries**.
- 17 With the second poison wall down, use your purples and whites to defeat the Creeping Chrysanthemum. Build the bridge nearby, then collect the **Geographic Projection**. Before sunset, gather all the stray Pikmin and stock up on Ultra-Spicy and Ultra-Bitter Berries.

DAY 5: PERPLEXING POOL

- 18 You'll dedicate your first day in the Perplexing Pool area to meeting new Pikmin. Collect a troop of 50 reds and 30 whites and defeat the bugs near the landing site, but leave the bodies for the yellow Pikmin to grab later. Head for the seesaw platforms, defeating the Wollywog along the way, and use the technique described in Step 16 to reach the top.
- 19 Defeat the flying Snitchbugs, then sic your red Pikmin on the Fiery Bulblax, again leaving the bodies. Gather your white Pikmin and assign them to the poisonous wall.
- 20 Use your red Pikmin to defeat the Fiery Blowhog, then put most of your troops on the job of constructing the bridge while a splinter unit attacks the white bloblike spore that is keeping plants from producing berries. After all of the tasks are complete, have one of your pilots lead the red Pikmin back to their Onion.
- 21 Befriend the **Yellow Pikmin** and put them on pellet-collection detail. Pick the yellow sprouts and have them gather bug bodies, with help from your white Pikmin. Since white Pikmin don't have an Onion, they'll take the bodies to the yellow Onion, if at least one yellow Pikmin is with them. At the end of the day, use your map to find strays.

DAY 6: PERPLEXING POOL

- 22 Gather at least 25 reds, 25 yellows, 15 whites and 15 purples, and take them through the Citadel of Spiders, where you'll earn **The Key**.
- 23 Put together a group of yellow Pikmin, and place the rest of your troops in their ships. Liberate the **Impediment Scourge** from atop a stump.
- 24 Use one pilot to lead 15 yellow Pikmin up to the **Gherkin Gate** while the other pilot uses another squad to collect Ultra-Bitter Berries. Follow the Pikmin back to the landing site and grab 20 purple Pikmin from your ship for the next step.
- 25 Head for the Glutton's Kitchen while avoiding the Wollywog in the path. Use yellows to knock down the electric fence, then enter the cave. As a prize for defeating the boss, you'll earn the **Dream Material**. Spend the rest of the time before sunset collecting Ultra-Bitter Berries. The spray from the berries will help immensely in advanced caves.

DAY 7: AWAKENING WOOD

- 26 If you're running low on yellow Pikmin, collect pellets and bug bodies to build up the army, then recruit a troop of 85 yellows for your quest to free the blue Pikmin. On the way, toss six yellows onto a stump to collect the **Healing Cask**. Defeat the Cloaking Burrow-nit in the area, but leave its body for the blue Pikmin to retrieve later.
- 27 Throw yellows up to the left side of the ledge near the electric fence to keep from disturbing a Cloaking Burrow-nit. Then guide your pilot around the ledge and through the puddle. Gather your troops, defeat the Burrow-nit, take down the fence and meet up with the **Blue Pikmin**.
- 28 Use one pilot to gather up your yellow Pikmin and take them to the area where you found the Chance Totem (Step 16) by way of the seesaw platforms. Have the troops deconstruct the electric fence atop a ledge, then order them to pick up Ultra-Bitter Berries on their way back to the landing site.

- 29 Switch to the pilot that is looking after the blue Pikmin. Have your water-resistant buddies collect pellets to produce sprouts, then put 20 of the newbies on the task of collecting the **Decorative Goo**. Call the rest of your blues and any strays near the platforms, and head to the ship.
- 30 Guide a squad of blue Pikmin into the water near the landing site and put them to work on the rock formation below the surface. They'll open it up and drain the pool. Break down the wall, then finish the day.

DAY 8: AWAKENING WOOD

- 31 Take 50 red Pikmin, 30 yellow Pikmin and 20 purple Pikmin through the Bulblax Kingdom cave. The ultimate prize for cave completion is the **Forged Courage**.
- 32 Reorganize your troops into an army of 50 blue Pikmin and 25 white Pikmin. Use the blues to defeat the Yellow Wollywogs while keeping an eye on the gas clouds, then have them build the bridge that is not surrounded with poisonous gas.
- 33 Head for the water with your blue troops. Split up your pilots and have one of them lead 15 Pikmin to the lower seesaw platform. Switch to the other pilot and toss the rest of the blues onto the raised platform. The platforms will shift and the first group will gain access to the **Air Brake**. Since you haven't built the poison bridge yet, your troops will take the longer but safer route back to the ship.
- 34 Use one pilot to lead your white Pikmin to the poison-surrounded wood, and have them build the bridge. On the other side, guide them to the poison barrier but have them hug the wall to avoid the Burrowing Snagret.
- 35 Switch control to the other pilot. Gather up the rest of your troops and use them to produce more troops and to collect Ultra-Bitter Berries. As the day winds down, put together a group of 25 blues, 25 yellows and 25 purples to meet up with your white Pikmin, making sure that they also hug the wall to avoid the Snagret. Then descend into the Snagret Hole. The **Justice Alloy** will be your prize.

NOTE: If you've been turning in a lot of bug bodies for Pokos in the underground areas, you may pay off the Hocotate Freight debt by the time you complete the Snagret Hole. If you have between 9,830 and 9,999 Pokos when you return to the Perplexing Pool, you'll pay off the debt while you're collecting the remaining above-ground treasures. The day will end automatically once you return to the ship with the debt fully paid off, which means that you'll have to finish the rest of the Day 9 activities on Day 10.

DAY 9: PERPLEXING POOL

- 36 Lead a group of 45 yellows, 30 blues and 25 whites to the water, eliminating Sheargrubs as you advance. Use one of the pilots to bring all of the yellow Pikmin to the area near the rolled wood. Toss the Pikmin onto the ledge and have them set to work unrolling the bridge.
- 37 Switch control to the other pilot and lead the blue Pikmin into the water for a fight. Keep an eye on the Treasure Gauge. One of the water enemies has the **Aquatic Mine**.
- 38 After the yellow Pikmin complete the bridge, have them tear down the electric fence. Bring in the blue Pikmin to work on the rock formation in the water to drain the lake.
- 39 With the lake drained, it'll be safe to explore the lake bed with white Pikmin. Watch the Treasure Gauge and lead the little guys to the place where they can dig up the **Fortified Delicacy**. Don't waste time retrieving bug bodies unless you really need more blue Pikmin.
- 40 Use one of the pilots to gather 20 white Pikmin and toss them onto the short part of the wall behind the landing site.
- 41 Switch to the other pilot and lead all of your blue Pikmin in a battle against the Water Dummies, then put them to work on tearing down the wall in the water. Since blues are slow workers, use an Ultra-Spicy Spray to motivate them to destroy the wall quickly.
- 42 Eliminate the Yellow Wollywog and Water Dummies, then release your blue Pikmin. Grab the white Pikmin from the ledge and have them unearth the buried treasure. When the **Onion Replica** is exposed, throw the white Pikmin back onto the ledge. Call the blue Pikmin and have them finish digging up the treasure, then take it back to the ship.
- 43 Put together a squad of 25 reds, 20 yellows, 25 blues, 15 purples and 15 whites for an assault on the Shower Room. For defeating the leader of the underground, you'll earn the **Amplified Amplifier**.

DAY 10: PERPLEXING POOL

- 44 Grab 40 yellow Pikmin and 60 blue Pikmin. Defeat the Yellow Wollywog and use the blues to build the bridge.
- 45 Throw the yellows over the break in the wall. Call them with your whistle and guide them past the treasure to the electric fence. They'll go to work on the barrier.
- 46 Guide the blue Pikmin to the barrier that's close to the electric fence, hit them with Ultra-Spicy Spray and have them start tearing it down.
- 47 As soon as the yellows are done with the electric fence, gather them up and toss them over the break in the wall. Take some of the blues off their project and get them to carry the **Optical Illustration** across the water to the ship. Have one of the pilots return to the landing site with the yellows, put them in their Onion and extract blues for the barrier.
- 48 Clear out the enemies near the set of four platforms. Toss a Pikmin onto the far-right platform to make it sink, then guide a pilot to the sunken platform. Use the second pilot to toss two Pikmin onto the middle-left platform to make the rightmost one rise. Walk the first pilot to the middle-right platform. Toss Pikmin onto the leftmost platform to make the pilot's platform rise. Walk the pilot to the middle-left platform and toss Pikmin onto the rightmost platform. Walk the pilot to the leftmost platform and make it rise by tossing Pikmin onto the middle-right one. Toss 20 Pikmin onto the ledge and guide them to the **Massage Girdle**.
- 49 The Pikmin who are carrying the treasure will take the treasure up a ramp, then drop off the edge. Run up ahead of them with another group to clear the way to the ship.
- 50 At the ship, gather an army of blue Pikmin and forge on to the Submerged Castle. By defeating the cave's leader, you will earn the **Professional Noisemaker**, which your ship will convert into the **Pluckaphone**.

DAY 11: VALLEY OF REPOSE

- 51 Your army for the beginning of Day 11 should be composed of 70 blues and 30 whites. Lead the blues into the water and have them go to work on the barrier and the rock formation. Once the rock formation is out of the way, the water will drain.
- 52 Using the Treasure Gauge to guide you, lead the white Pikmin to the place where they will dig up the **Spiny Alien Treat**.
- 53 While four Pikmin carry the Spiny Alien Treat to the ship, put the others on the task of unearthing the **Pink Menace**. They should be able to transport the prize without being bothered by the Burrowing Snagret. With the prizes safely stowed, reunite the whites with the blues.
- 54 Guide the blue Pikmin across the water. Attack the Water Duples and the Blowhogs, but leave the other enemies alone, then have the Pikmin go to work on the bridge.
- 55 While the blue Pikmin are building the bridge, have a solo pilot walk among the area's remaining enemies. Get the Cannon Beetles to fire boulders that flatten the other beasts.
- 56 Put the white Pikmin to work on the poisonous wall, gather the blue Pikmin and have them defeat the Withering Blowhog near the huge snowman, then build the ramp up to the Subterranean Complex.
- 57 Separate the pilots and guide one of them up the curved path to the Cannon Beetle. Position the pilot near the wall so the enemy will try to attack it—it will fail. Use the blue Pikmin to defeat the Cannon Beetle, then toss them up to the **Unspeakable Wonder**. You can have as many as 60 Pikmin carry it for extra-quick delivery.
- 58 Enter the Subterranean Complex with 30 reds, 30 yellows, 20 purples and 20 whites. You'll create more white and purple Pikmin in the cave. You'll also earn the **Stellar Orb**.

DAY 12: VALLEY OF REPOSE

- 59 Cross the bridge with 50 blue Pikmin and 30 yellow Pikmin. Toss the yellows up to the ledge and guide them to the **Fossilized Ursidae**.
- 60 Call your blues together and use them to defeat the Water Duples, then lure the Fiery Bulblax into the water to extinguish the creature's flames. Hit the beast with an Ultra-Bitter Spray and defeat it to expose the **Temporal Mechanism**.

- 61 Take 20 of each Pikmin type into the Frontier Cavern. Among the treasures are the **Brute Knuckles** and the **Repugnant Appendage**.

NOTE: The Subterranean Complex's Sublevel 4 lets you stock up on white Pikmin. Sublevel 8 has three Violet Candypop Buds, a pair of Queen Candypop Buds, lots of nectar and an exit geyser. It's a perfect place for building your supply of purple Pikmin. Return to the cave as many times as you can to raise 15 purples per trip.

DAY 13: WISTFUL WILD

- 62 The time has come for heavy lifting. Call out a squad of 100 purple Pikmin. Defeat the Dwarf Bulborbs around the landing site, then have them pick up the **Doomsday Apparatus**. Luckily, the treasure is very close to the ship; the Pikmin will carry it slowly, even if they are all festooned with flowers. Use the time to send both pilots out on a Pikmin-less mission. Lure the Cannon Beetle's boulders into other enemies and into the Beetle itself. Also attack the Hermit Crawmad near the poison wall and get the Gatling Groink in the area to defeat the Fiery Blowhog and the Cloaking Burrow-nit. If the Groink and the Cannon Beetle are close together, use purples and Ultra-Bitter Spray to defeat them.
- 63 Place the purples back in the ship, then set off with a huge group of blues. Have them break down the wall in the water.
- 64 Defeat the Blowhogs near the spores, then drain the water by having the blues attack the rock formation on the lake bed. Don't waste your time attacking the spores unless you're really in need of berries.
- 65 Return to the ship with your blue Pikmin and exchange them for 10 whites and a large group of yellows. Use the yellows to beat down the fence.
- 66 Defeat the Cannon Beetle, then have the white Pikmin dig up and deliver the **Conifer Spire**. Up to 14 Pikmin can carry the treasure for extra speed. Lead all of your Pikmin back to the ship.
- 67 Build an army with 20 of each Pikmin type and use the troops to conquer the Cavern of Chaos.
- 68 Build another evenly mixed squad and take it through the Hole of Heroes. You'll find the entrance to the cave at the end of the halfpipe that starts near where you found the Conifer Spire.

DAY 14: WISTFUL WILD

- 69 Advance to the area near the Dream Den with 40 blues, 40 whites and 20 purples. Stop at the water and either lure the Gatling Groink across the lake and defeat it with Ultra-Bitter Spray and purples, or cross the water with the blues, spray the beast and attack it at full force. Attack the other enemies in the area, then put your blues on the bridge project. If the Gatling Groink comes back to life, defeat it again quickly and take its body to the ship—or use Ultra-Bitter Spray to turn it into nectar.
- 70 Cross the bridge with your white Pikmin and have them tear down the poison-infused wall. Use Ultra-Spicy Spray on them if time becomes a factor.
- 71 Use your purple Pikmin to attack the Spotty Bulbears and draw the Withering Blowhog away from the fight. The battle will net you the **Armored Nut**. Send it back to your ship with a blue-Pikmin crew.
- 72 You'll find the **Anti-hiccup Fungus** very close to the underground entrance. Have a group of blue Pikmin uproot the mushroom and carry it to the ship.
- 73 There's no need to break down the area's second poison wall. Lead your Pikmin along the path near the water, lure the Withering Blowhog away from the Creeping Chrysanthemums and attack it. Then use your Treasure Gauge to locate the **Seed of Greed**, and defeat the flower that has the treasure without disturbing the other predatory plants. That's the last above-ground treasure.
- 74 If you have time before you take off for your battle in the Dream Den, attack the spores in the path to the Hole of Heroes and collect all of the berries that you can find. Sprays will be very good to have in the final underground area.
- 75 Put together a well-balanced army and head for the Dream Den. Louie and the Titan Dweevil await your arrival.

SUCCESS! THE PIKMIN BASK IN YOUR GLORY!

BATTLE & CHALLENGE MODES



TWO-PLAYER BATTLE

The game's coolest new feature is 2-P Battle mode. Going up against a buddy pumps up the excitement by a factor of 10.

SET THE SCENE

Before you battle, you can choose from 10 arenas, each with its own challenges, and handicap the teams by tinkering with the number of Pikmin—from five to 50—that each army starts with.



The Battle Results section of the setup screen shows how many skirmishes each player has won. The numbers will remain until you reset the game. The total number of matches that you play is up to you.

CLAIM VICTORY

There are four ways to win every battle: collect four yellow marbles, collect your foe's marble, defeat your opponent's pilot or see to it that your opponent's Pikmin are defeated. Remind yourself of the win conditions as the battle wears on, and strive to satisfy the easiest one.



One victory condition requires you to collect four yellow marbles. You'll find some of them inside enemies, and others partially buried in the ground. While you're searching for the marbles, keep track of your rival's actions.



To collect your opponent's marble, you'll have to venture deep into enemy territory. Since you can't carry your own marbles, you'll have no chance to hide them from your rival.



SWEET REWARDS

By collecting a cherry and taking it back to your ship, you'll earn a roulette spin that will give you any of a dozen rewards. You can store up to four rewards at a time. Press the Y Button to trigger stored rewards.



- All of your Pikmin are supercharged.
- All of your rival's Pikmin become buried sprouts.
- A Volatile Dweevil drops near your opponent.
- A Fiery or Watery Blowhog drops near your opponent.
- A Withering Blowhog drops near your opponent.
- A Swooping Snitchbug drops near your opponent.
- You recover a stolen marble.
- Boulders drop near your opponent.
- All of your Pikmin bloom.
- Your Pikmin count increases by five.
- Your Pikmin count increases by 10.
- You vanish from your opponent's view.



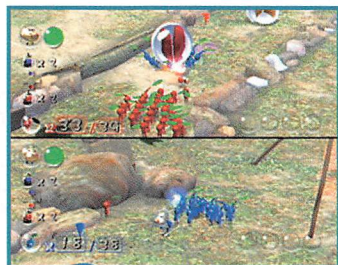


Battle-Mode Differences

There are a few key differences that set 2-P Battle mode apart from Challenge mode and the main story mode. In the multi-player mode, two Pikmin armies fight against one another. Also,

marble collection triggers win conditions. Battle mode's stand-out features are described below.

YOUR PIKMIN CAN'T CARRY YOUR MARBLE



Pikmin can't carry their own team's marble. If your opponent's troops pick up your marble, the best you can do is to make them drop it. You can't return it to its original resting place. When you're trying to collect your opponent's marble, you'll usually find it where you last dropped it.

PIKMIN BATTLE PILOTS



Your Pikmin can attack your opponent's pilot. Likewise, your opponent's Pikmin can attack your pilot. The little guys won't cause much damage unless an entire army is on the job. If you're under attack, shake off the Pikmin by using the Control Stick and the A Button.

PIKMIN VERSUS PIKMIN



Only in Battle mode do Pikmin fight other Pikmin. When a Pikmin falls victim to another, it will regenerate as a sprout in its home base. Other creatures and hazards destroy Pikmin permanently.

A NEW USE FOR ULTRA-BITTER SPRAY



In addition to freezing creatures, Ultra-Bitter Spray turns your opponent's Pikmin into sprouts. Spritz any Pikmin adversaries that attempt to steal a marble deep in your territory. Your opponent may not be able to rescue them.

Battle-Mode Basic Strategies

The adrenaline flows and the pace quickens when you take on another player. Because of the added excitement, it's easy to forget some important basic strategies. As you go into each battle,

be confident and make sure that you're the one who applies the pressure. You may be able to stun your opponent and win quickly to avoid a prolonged battle.

LEAVE TROOPS IN SAFE ZONES



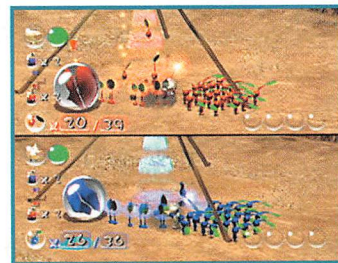
Scatter groups of about 10 Pikmin in a place where wandering enemies won't bother them. The tactic will ready you for any attempt that your opponent makes to enter your territory. It's a particularly good idea to have troops gather around your marble.

PEEK AT YOUR OPPONENT'S VIEW



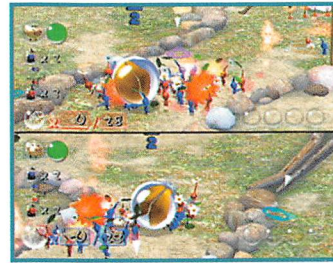
It may be slightly unethical, but you can gather good information by looking at your opponent's section of the screen. You may have to drop your plans and switch to a defensive maneuver.

PUMP OUT THE PIKMIN



If you start with only a handful of Pikmin, your first set of actions should be to build your forces. Since a maximum of 100 Pikmin can be on the field at once, each army's count tops out at 50; Pikmin are not stored in the Onions.

BATTLE FOR YELLOW MARBLES



Yellow marbles are rarely easy to collect. Some are inside enemies. Others are partially buried. Let your opponent expose a yellow marble, then swoop in with a large Pikmin force and steal the prize as it's being transported.



Two-Player Battle Arenas

The battlefield is laid out before you. The marbles are in their places, and the opponent's army is approaching. There are 10 2-P Battle arenas in all, and they are loaded with enemies and hazards that change locations each session. Our breakdown of each arena lets you know what to watch out for.

BRING HOME THE PELLETS



Posies hold pellets. If you collect a pellet that matches the color of your army, you'll create twice as many sprouts as you would with any other pellet. Of course, you should collect all pellets to ensure that your opponent's army won't be able to expand.

SOAK UP THE NECTAR AND JUICE



The number of liquid-carrying eggs in a particular arena varies from battle to battle. The eggs' contents also change. Sometimes they carry nectar. Sometimes they carry the components for an Ultra-Bitter or Ultra-Spicy Spray.

1 Battle Field

Don't let the bland name fool you. The Battle Field arena offers a lot of action right off the bat. Build your budding army and attack.

ENEMIES

Dwarf Red Bulborb

Female Sheargrub



The space between bases is short and narrow. Before you know it, you'll be on top of your opponent's camp. Your best shot at victory might be to go after your opponent's marble. After you build up your forces, dedicate half of them to retrieving the prizes and the other half to protecting your own marble.

2 War Path

The sheer number of Sheargrubs in the War Path arena mandates that you build up your army before you go out into the field. Grab pellets and get moving.

ENEMIES

Female Sheargrub

Snow Bulborb



A zigzag series of pipes offers an alternate to the beaten path, and a way to sneak up on your opponent. The proximity of the camps should help determine your strategy. If they're close, you'll have more success collecting your rival's marble than four yellow marbles. Just make sure that your own marble is well-protected.

3 Carpet Plain

The Carpet Plain arena will have you tossing Pikmin over barriers and controlling them remotely. The arena's sprawling layout dictates a long struggle.

ENEMIES

Dwarf Orange Bulborb

Dwarf Red Bulborb

Female Sheargrub

Puffy Blowhog



Enemies will be more of an issue in the Carpet Plain than in the first two arenas. The Puffy Blowhog is an annoyance, but you won't get anything for defeating it. Seek out the Bulborbs and marbles, and hope that your opponent takes down the flower-blower.

4 Angle Maze

The Angle Maze comprises a central arena with a labyrinth on the outskirts. If you know your way through the maze, you might be able to avoid the middle section and its enemies.

ENEMIES

Dwarf Bulbear

Female Sheargrub

Puffy Blowhog

Raging Long Legs

Red Bulborb



The Red Bulborbs are tough, but they'll net 12 Pikmin if you collect their bodies. The Raging Long Legs is a different story. It'll limit your ability to move through the central section, and it'll give you only two Pikmin after you defeat it. You may consider a temporary truce with your opponent to take on the creature as one unit.



5 Colosseum

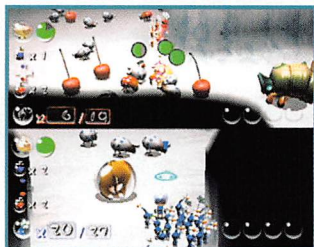
The name suggests a large, open battlefield, but the Colosseum is actually a series of winding paths that are populated by Bulborbs and Cannon Beetles—nasty!

ENEMIES

Armored Cannon Beetle Larva

Dwarf Red Bulborb

Snow Bulborb



Some of the arena's many Bulborbs hold yellow marbles. By freezing several of the creatures with Ultra-Bitter Spray then swarming them, you can defeat them in a hurry and get nectar and juice in the process. You can also trick the Cannon Beetles into defeating the Bulborbs with their boulders.

6 Rusty Gulch

Narrow paths float over a void in the Rusty Gulch arena. You'll triumph over the Bulborbs and the Groink by tossing Pikmin at them. Just make sure that they have somewhere to land.

ENEMIES

Dwarf Red Bulborb

Female Sheargrub

Gatling Groink

Honeywisp



Fighting a Gatling Groink is dangerous work, but the dozen sprouts that you will get for retrieving its body may be worth the effort. Plus, you'll be able to grab yellow marbles from the area that it once ruled. As soon as you defeat the beast, use some of your troops to clear the area and others to defend it.

7 Brawl Yard

The area around the Brawl Yard appears to be open, but the paths are just as limiting as those of the Rusty Gulch. There's no avoiding the enemies. Fight hard.

ENEMIES

Cloaking Burrow-nit

Decorated Cannon Beetle

Skitter Leaf



The Cannon Beetles hold yellow marbles. Before you defeat one of them, let it clear the vicinity's enemies with its boulders. Then swarm it and take its prize. You'll give a big population boost to your Pikmin army by turning in its body.

8 Tile Lands

The large Tile Lands arena is sectioned off into small hot spots that are connected by pipes and narrow paths. Secure the area around your camp first, then explore in every direction.

ENEMIES

Skitter Leaf

Snow Bulborb

Water Dumple

Yellow Wollywog



You'll find some yellow marbles in dark alcoves. Since your opponent may not look in the covered areas, you may be able to get away with sending just a few Pikmin to dig up a marble in the darkness and carry it back to your Onion unnoticed.

9 Dim Labyrinth

As the name suggests, the Dim Labyrinth is both dark and mazelike. The more familiar you are with the arena, the better you'll do in battle.

ENEMIES

Breadbug

Female Sheargrub



Breadbugs steal marbles and hide them in their holes. The only way to unearth a stolen marble is to defeat the Breadbug that took it. You can stomp it repeatedly or win tug-of-war battles with it, then let your Onion's tractor beam do the work. If a Breadbug takes your base's marble to its hole, it might be a blessing—the hole can be a good hiding place.

10 Hostile Territory

Hostile, indeed—the last arena pulls out all of the stops with elemental hazards such as water, fire and electricity. You'll find a whole lot of bomb-rocks to deal with, too.

ENEMIES

Anode Beetle

Careening Dirigibug

Fiery Blowhog

Watery Blowhog



Before you take off with the troops, scout the area with your pilot and set off the bomb-rocks. You may defeat some of the enemies and knock out some of the electric shockers along the way. When fighting the Blowhogs, remember that red Pikmin are resistant to fire, and blue Pikmin are resistant to water.

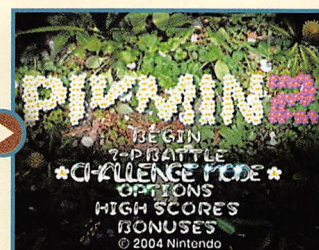
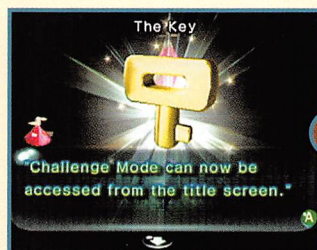
CHALLENGE MODE

The trickiest parts of the Pikmin 2 story mode are underground. Hone your spelunking skills in Challenge mode.

Collect the Key

Challenge mode won't be a menu option until you claim the treasure known as The Key in the Perplexing Pool's Citadel of Spiders. By then you'll have some underground experience and you'll be ready for the new mode. You'll dive into Challenge mode without any special items or a map.

SEE PAGE 49 FOR MORE DETAILS



COOPERATIVE COPILOTS

Two players can participate in Challenge Mode for split-screen action. The players work as a team to accumulate treasures and beat the clock. The time limits, number of enemies and number of prizes are the same whether one or two players are in the hunt.



If you cooperate with your partner, you can save a lot of time. Split your Pikmin forces and have one player concentrate on clearing out the enemies. With the enemies out of the way, the other player will find treasure-collecting to be a breeze.

HIT THE HIGH SCORE

The factors that contribute to your score are the Poko value of accumulated items, the number of Pikmin remaining and the amount of time remaining. You can take enemy bodies back to the ship for extra Pokos, but don't let it affect your time.



GET THE KEY AND GET OUT

Some Challenge-mode arenas have several sub-levels. Some have only one. The only thing you need to have to leave a sublevel is its key. As soon as your Pikmin take it to the ship, a hole to the next level or an exit geyser will appear.



Sometimes the key is in plain sight. Other times an enemy has it. Once the key is safely in the ship's hold, you may have to use Pikmin to open the exit. Don't wait until the last moment to find the way out.

THE REWARD

After completing a Challenge arena within the time limit, you'll earn a flower marker and another arena will open. If you lost Pikmin along the way, the flower will be white. If you didn't, it'll be pink. Thirty pink flowers rate a bonus. See page 128 for details.





Time-Saving Tips

Above all else, Challenge mode is a race against the clock. In a lot of sublevels, you have less than a minute to find the key, instruct your Pikmin to take it to the ship and escape. Thank-

fully, you don't have to gather your Pikmin to leave the level. They'll trail you whether you're controlling them or not. Use the following advice to shave seconds off your time.

TRANSFER TIME IN MULTILEVEL ARENAS



The challenges become more difficult the deeper you go into an arena. You can bolster yourself for the tough levels by zipping through the earlier levels. The time you save in one level will be tacked on to the clock in the next level.

KNOW YOUR ENEMIES



If you're acquainted with the enemies in each area, you'll know the proper technique for defeating them and you'll save time as you fight. Some enemies go down faster if you toss Pikmin at them. Some give up if they're swarmed. When you collect treasures, keep in mind that more troops mean faster item delivery.

SCOOT TO THE EXIT FOR A QUICK ESCAPE



Once you've cleared the way for your Pikmin and assigned them to collect the treasures, guide one of your spacemen to the exit and prepare to leave as soon as the Pokos for the last treasure are tallied.

KEEP YOUR TROOPS ON THEIR TOES



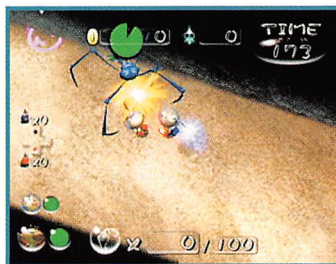
After Pikmin take an item to the ship, they often stand idly by the ship, waiting for their next assignment. Don't let them rest. Guide them to another enemy or treasure immediately. You can facilitate the strategy by keeping one pilot close to the ship and switching control to him whenever he's needed.

Pikmin-Saving Techniques

Every challenge starts with a set number of Pikmin, though the occasional color-shifting Queen Candypop Bud allows you to add to your Pikmin population. If you're going for a pink flower

marker, you won't be able to leave any Pikmin behind. Follow our advice for a journey free of Pikmin casualties.

LET YOUR PILOTS DO THE PUNCHING



Even though they won't be equipped with the Rocket Fist upgrade, your pilots will still be able to contribute to the battle. If you're having a hard time defeating a particular enemy without losing any Pikmin, send your pilots in to beat the beast. But remember to keep an eye on their health and on the clock.

KNOW WHEN TO FOLD. KNOW WHEN TO RUN.



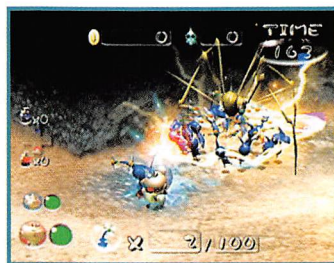
You don't have to collect every treasure to get a pink flower marker, and you generally don't have to defeat every enemy to collect all of the treasures. Go into each sublevel with a goal, and leave as soon as you've accomplished it.

BIGGER IS NOT ALWAYS BETTER



Large Pikmin squads can become unmanageable, especially when you're trying to protect each soldier. Take groups of 10 to 20 Pikmin through the areas and fight the enemies one at a time.

KNOW THE LIMITS



You can save Pikmin from the jaws of some enemies. You can also save them from all hazards except electricity. Be ready at the whistle to call your troops to your pilot if they're in trouble.



Challenge Arenas

The Challenge-mode menu starts with five open arenas and space for 25 additional ones. Every time you complete an arena successfully, another one will open. The goal for every arena floor is to collect the key, then beat a path to the exit. The best way to increase your score is to accumulate treasure.

1 Explorer's Cave

SPRAYS: x 2 x 2

The introductory challenge makes it easy to collect all treasures in the allotted time. Use Ultra-Bitter Spray on the large Bulborb to defeat it without losing any Pikmin.

Sublevel 1: 100 Seconds

ENEMIES

NONE

TREASURES

The Key

Lustrous Element

Mirrored Element

Unknown Merit

Sublevel 2: 100 Seconds

ENEMIES

Dwarf Red Bulborb x 5

Red Bulborb

TREASURES

The Key

Lustrous Element

Mirrored Element

Omniscient Sphere x 5

Unknown Merit

2 Novice Training

SPRAYS: x 3 x 0

Toss white Pikmin into Sublevel 1's Violet Candypop Buds, then guide the resulting purple Pikmin to the nectar. The purples will be treasure-carrying machines. Deflate the Blowhog on Sublevel 2 to gain access to the key, then spend the rest of the time stomping enemies and digging up treasures.

Sublevel 1: 170 Seconds

ENEMIES

Doodlebug

Iridescent Flint Beetle

Iridescent Glint Beetle

TREASURES

Citrus Lump

Combustion Berry

Disguised Delicacy

Insect Condo

The Key

Love Nugget

Lustrous Element

Mirrored Element

Unknown Merit



Sublevel 2: 170 Seconds

ENEMIES

Doodlebug

Iridescent Flint Beetle

Iridescent Glint Beetle

Mitite x 2

Puffy Blowhog

TREASURES

Anxious Sprout

Child of the Earth

The Key

Lustrous Element

Mirrored Element

Onion Replica

Pilgrim Bulb

Spiny Alien Treat

Unknown Merit

3 Lost Toy Box

SPRAYS: x 2 x 2

The toughest enemies in the Lost Toy Box are the Red Bulborb and the Orange Bulborb. Use Ultra-Spicy Spray on your Pikmin to help them overpower the enemies on Sublevel 1, and use Ultra-Bitter Spray to freeze the fiends on Sublevel 2. If you're itching for treasure, look outside the box's bounds.

Sublevel 1: 100 Seconds

ENEMIES

Dwarf Red Bulborb x 6

Red Bulborb

TREASURES

Boss Stone

Crystallized Clairvoyance

Crystallized Telekinesis

Crystallized Telepathy

Harmonic Synthesizer

Implement of Toil

The Key

Lustrous Element

Manual Honer

Mirrored Element

Strife Monolith

Sublevel 2: 150 Seconds

ENEMIES

Dwarf Orange Bulborb x 6

Orange Bulborb

TREASURES

Chance Totem

Decorative Goo

Essence of Desire

Essence of Despair

Gemstar Wife

Glee Spinner

Joyless Jewel

The Key

Lustrous Element

Master's Instrument

Mirrored Element

Petrified Heart

Tear Stone



4 Creator's Garden

SPRAYS: x 2 x 1

Since all of your Pikmin can handle the water, there's no reason even to deal with the bridges in the Creator's Garden arena. Just walk over the smooth stones and across the stream. Your Pikmin will follow you. With their large mouths, the Water Dumplings are among the toughest enemies. Have your Pikmin swarm them under the power of Ultra-Spicy Spray.

Sublevel 1: 180 Seconds

ENEMIES

Fiery Blowhog
Hermit Crawmad x 2
Yellow Wollywog
Water Dumple x 3

TREASURES

Aquatic Mine
Decorative Goo
The Key
Mirrored Element x 2
Strife Monolith
Unknown Merit x 3

5 Green Hole

SPRAYS: x 1 x 1

Bulbmin rule. They can withstand exposure to fire, water, poison and electricity. By defeating Bulbmin leaders in Sublevel 1, you'll have the opportunity to add 20 little Bulbmin to your team. Use them, along with red Pikmin, to defeat a spray-petrified Fiery Bulblax in Sublevel 2.

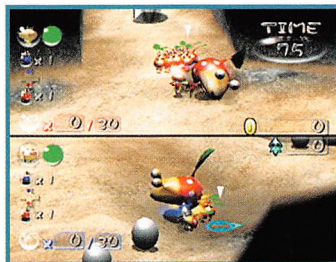
Sublevel 1: 85 Seconds

ENEMIES

Bulbmin x 2

TREASURES

Crystal King
The Key
Spouse Alert
Tear Stone x 2



You won't want to ruin your chances of a pink-flower reward by having any Pikmin devoured by large Bulbmin. Either attack the beasts with your pilots only, or charge up your Pikmin with Ultra-Spicy Spray and hit the creatures with a troop of 30 juiced-up warriors.

Sublevel 2: 100 Seconds

ENEMIES

Dwarf Orange Bulborb
Dwarf Red Bulborb
Fiery Bulblax
Snow Bulborb

TREASURES

Disguised Delicacy
Insect Condo
The Key
Love Sphere
Mirth Sphere
Omniscient Sphere

6 Hot House

SPRAYS: x 2 x 1

You may begin the Hot House arena wondering where the rest of your Pikmin have gone. You'll have just three little sprouts in your army to start with. Defeat small Bulbears and Bulborbs with squashing tosses, then use Queen Candypop Buds to add to your forces. Enter Sublevel 2 with multiple red, yellow and blue Pikmin, and use the specialties of your forces to take on the sublevel's hazards.

Sublevel 1: 120 Seconds

ENEMIES

Dwarf Bulbear
Dwarf Orange Bulborb
Dwarf Red Bulborb
Snow Bulborb

TREASURES

Armored Nut
Compelling Cookie
The Key
Pale Passion
Sunseed Berry

Sublevel 2: 80 Seconds

ENEMIES

Fiery Blowhog

Watery Blowhog

TREASURES

Anxious Sprout
The Key

Mirrored Element
Triple Sugar Threat

7 Brawny Abyss

SPRAYS: x 1 x 1

Cannon Beetles on both sublevels will make survival difficult for your Pikmin. Save the Ultra-Bitter Spray to defeat the Beetle on Sublevel 2; if you need a boost in Sublevel 1, use the Ultra-Spicy Spray on your troops.

Sublevel 1: 130 Seconds

ENEMIES

Armored Cannon Beetle Larva
Fiery Blowhog
Snow Bulborb x 3

TREASURES

Adamantine Girdle
Crystallized Telepathy
The Key
Mirth Sphere x 3
Spirit Flogger
Superstrong Stabilizer



The Armored Cannon Beetle Larva holds The Key, but if you're interested in collecting the other treasures, use a single pilot to draw out the beetle's boulders and direct them toward the other enemies. The same technique will work with the Cannon Beetle in Sublevel 2.

Sublevel 2: 100 Seconds

ENEMIES

Decorated Cannon Beetle
Dwarf Orange Bulborb x 3
Fiery Blowhog

TREASURES

Crystallized Telepathy
The Key
Love Sphere x 3
Massage Girdle
Omega Flywheel
Repair Juggernaut

8 Red Chasm

SPRAYS: 🍷 x 4 🍷 x 3

The sprawling Red Chasm is home to a bounty of Bulborbs. Use Ultra-Spicy Spray to kick the operation into high gear, and Ultra-Bitter Spray to petrify the big beasts. If you defeat a Bulborb while it's frozen, you'll be rewarded with another dose of spray or nectar.

Sublevel 1: 130 Seconds

ENEMIES

Dwarf Red Bulborb x 15
Red Bulborb x 5

TREASURES

The Key
Omniscient Sphere x 15
Petrified Heart x 4

9 Trampled Garden

SPRAYS: 🍷 x 0 🍷 x 0

Littered with treasures, the Trampled Garden is a Poko gold mine. Focus on collecting The Key and the other treasures, and don't waste time transporting the bodies of defeated enemies. Dedicate one of your pilots and all of your white Pikmin to the task of digging up buried treasure. You don't just want to get the high score in this arena. You want to get it by a couple of touchdowns.

Sublevel 1: 145 Seconds

ENEMIES

Mamuta x 2 Withering Blowhog x 3

TREASURES

Air Brake
Aquatic Mine
Child of the Earth
Coiled Launcher
Confection Hoop
Crystal Clover
Crystallized Telepathy
Director of Destiny
Enamel Buster
Furious Adhesive
Indomitable CPU
The Key
Luck Wafer
Lustrous Element x 3
Manual Honer
Massage Girdle
Nouveau Table
Petrified Heart x 3
Regal Diamond
Repair Juggernaut

10 Twilight Garden

SPRAYS: 🍷 x 1 🍷 x 0

A Beady Long Legs holds forth in the Twilight Garden. Use the Ultra-Spicy Spray to prepare a group of 20-30 Pikmin for the battle. When Sheargrubs pop up, manipulate the C Stick to have your troops attack them.

Sublevel 1: 145 Seconds

ENEMIES

Beady Long Legs
Dwarf Red Bulborb x 2
Female Sheargrub x 4
Male Sheargrub x 4

TREASURES

The Key
Love Sphere x 4
Lustrous Element
Mirrored Element
Mirth Sphere x 4
Omniscient Sphere x 2
Petrified Heart
Tear Stone
Unknown Merit

11 Cryptic Cavern

SPRAYS: 🍷 x 3 🍷 x 2

You'll take a whirlwind tour through the Cryptic Cavern: five floors in five minutes. Zip through the first three sublevels as quickly as possible using your white Pikmin to dig for treasure. A dose of Ultra-Spicy Spray will help you beat Sublevel 3's Anode Dweevil quickly. Spritz Ultra-Bitter Spray on the creatures of Sublevel 4 and Sublevel 5.

Sublevel 1: 50 Seconds

ENEMY

Doodlebug

TREASURES

The Key
Regal Diamond

Sublevel 2: 75 Seconds

ENEMY

Watery Blowhog

TREASURES

The Key
Pink Menace

Sublevel 3: 65 Seconds

ENEMY

Anode Dweevil

TREASURES

The Key
Memorial Shell

Sublevel 4: 40 Seconds

ENEMY

Fiery Bulblax

TREASURE

The Key

Sublevel 5: 70 Seconds

ENEMY

Burrowing Snagret

TREASURE

The Key



12 Concrete Maze

SPRAYS: 🌹 x 0 🍷 x 0



The Concrete Maze is a rock-hard race against time in huge labyrinths, and you'll start with only two Pikmin. Luckily, the barriers are very easy to break down. On Sublevel 1, it'll make sense to separate your spacemen while your Pikmin are retrieving The Key. That'll give you a better chance of finding the exit in time. Keep your crew together on Sublevel 2 and draw the Volatile Dweevils away from the Pikmin. Create Pikmin in Sublevel 3 and have the new recruits go after the treasures.

Sublevel 1: 70 Seconds

ENEMIES

NONE

TREASURE

The Key

Sublevel 2: 100 Seconds

ENEMIES

Volatile Dweevil x 36

TREASURE

The Key



Press the R Button to zoom out and press the Z Button to switch to a straight overhead view so you can see as much of the maze at one time as possible. Keep track of where you've been to avoid covering the same ground twice. Time is very tight.

Sublevel 3: 50 Seconds

ENEMIES

NONE

TREASURES

The Key

Priceless Statue

Worthless Statue

13 Collector's Room

SPRAYS: 🌹 x 3 🍷 x 2



The dominance of big key-holders in the Collector's Room will make your quest for a pink flower an uphill battle. Since time is short, you may want to give up on collecting all of the treasures in the early levels to make sure that you have plenty of time for the battles later on. If you are going after every prize, have your Pikmin root out and dig up the goods.

Sublevel 1: 40 Seconds

ENEMY

Red Bulborb

TREASURES

The Key

Master's Instrument

Mystical Disc

Pink Menace

Repugnant Appendage

Sublevel 2: 30 Seconds

ENEMY

Orange Bulborb

TREASURES

Crystallized Clairvoyance

The Key

Space Wave Receiver

Stupendous Lens

Wiggle Noggin



If you're playing with a pal, team up on the big Orange Bulborb on Sublevel 2 and save your sprays for later.

Sublevel 3: 40 Seconds

ENEMY

Red Bulborb

TREASURES

Director of Destiny

The Key

Network Mainbrain

Omega Flywheel

Repair Juggernaut

Temporal Mechanism

Sublevel 4: 40 Seconds

ENEMY

Hairy Bulborb

TREASURES

Chance Totem

Flame of Tomorrow

Implement of Toil

The Key

Strife Monolith

Talisman of Life

Sublevel 5: 50 Seconds

ENEMY

Red Bulborb

TREASURES

Crystal Clover

The Key

Mirrored Stage

Time Capsule

Sublevel 6: 45 Seconds

ENEMY

Orange Bulborb

TREASURES

Broken Food Master

Invigorator

The Key

Merciless Extractor

Milk Tub

Sud Generator

Sublevel 7: 60 Seconds

ENEMY

Gatling Groink

TREASURES

Cosmic Archive

Dream Architect

Favorite Gyro Block

Fond Gyro Block

Glee Spinner

The Key

Lost Gyro Block

Memorable Gyro Block

Prototype Detector

Remembered Old Buddy

Stone of Glory

Treasured Gyro Block



14 Dweevil Nest

SPRAYS:  x 0  x 0

If the name of the Dweevil Nest makes your skin crawl, you'll be in for an epidermis-tingling time. Eleven Dweevils stand between you and the treasures. It won't be difficult to earn a pink flower on the level, but it will be tricky to get every treasure. Use yellow Pikmin only on the Anode Dweevils. Try the challenge with two players if time proves to be too tight.

Sublevel 1: 180 Seconds

ENEMIES

Anode Dweevil x 2

Caustic Dweevil x 3

Fiery Dweevil x 3

Munge Dweevil x 3

TREASURES

Air Brake

Aquatic Mine

Colossal Fossil

Combustion Berry

Enamel Buster

Icon of Progress

The Key

Leviathan Feather

Mirth Sphere x 3

Omniscient Sphere x 3

Paradoxical Enigma

Science Project x 3

Unknown Merit x 2

Wiggle Noggin



Dweevils scurry around the arena, making it difficult to target their small bodies with Pikmin. You might have better luck using your pilots to punch the little critters. If you spy a Dweevil making off with a treasure, throw Pikmin at the treasure to shake it loose, then go after the creature.

15 Cavernous Abyss

SPRAYS:  x 2  x 0

Sic your red Pikmin on the fire-spewing spouts in the hall between the arena's two large rooms. Then lure the Munge Dweevils from the hall's alcoves and defeat them before you send white Pikmin into the alcoves to dig up the buried treasure. Take a team of 25 Pikmin into your battle against the Raging Long Legs, and fortify them with a dose of Ultra-Spicy Spray. If you fail to earn a pink flower, it'll be because of the boss's big feet.

Sublevel 1: 200 Seconds

ENEMIES

Munge Dweevil x 3

Raging Long Legs

TREASURES

Fortified Delicacy

The Key

Olimarnite Shell

Omniscient Sphere x 3

Regal Diamond

16 Snack Pit

SPRAYS:  x 0  x 0

Breadbugs will play tug-of-war with you for a pile of cookies in the Snack Pit. Put as many Pikmin as possible on each prize to muscle the items into your ship. The only way to lose a Pikmin is to lose the tug-of-war.

Sublevel 1: 150 Seconds

ENEMIES

Breadbug x 3

Giant Breadbug

TREASURES

Bug Bait x 2

Comfort Cookie x 2

Compelling Cookie x 2

HIDEOUS VICTUAL

Impenetrable Cookie x 2

Imperative Cookie x 2

The Key

Meat of Champions

Meat Satchel

Succulent Mattress



The Giant Breadbug holds the key. Have your burly purple Pikmin go after whatever the walking loaf covets. By pulling the bug's prize to the ship, you'll damage the creature. If you do it twice, you'll win the war. If you need bait for the giant, have your Pikmin pull in cookies then drop them near your ship. You can also attack the creature with purples.

17 Three Color Training

SPRAYS:  x 2  x 0

Your first order of business in the Three Color Training level is to defeat the Gatling Groink on the tower in the middle of the arena. It's high, so you'll be able to use only yellows in the battle. When fighting the Anode Beetles, use purples to squash them, but watch for sparks.

Sublevel 1: 230 Seconds

ENEMIES

Anode Beetle x 9

Gatling Groink

Mitite

TREASURES

Flame Tiller

Fossilized Ursidae

The Key

Regal Diamond

Sulking Antenna

Unknown Merit x 9



You'll have little luck against the Groink if it's facing the ramps. Split up your pilots and have one stand on the far side of the tower as a target for the creature while the other pilot tosses Pikmin at the creature's backside. Use Ultra-Spicy Spray to hasten the process.



18 Hazard Training

SPRAYS: x 1 x 1

Hazard training, indeed. You'll deal with fire and water in the two-level trial. Release Ultra-Bitter Spray to petrify the Fiery Bulblax in Sublevel 1, then charge up your Pikmin with Ultra-Spicy Spray to take on Sublevel 2's Orange Bulborb.

Sublevel 1: 200 Seconds

ENEMIES

Caustic Dweevil
Dwarf Red Bulborb x 4
Fiery Blowhog
Fiery Bulblax
Fiery Dweevil
Watery Blowhog

TREASURES

Crystal Clover
Cupid's Grenade x 4
The Key
Lustrous Element
Mirrored Element x 3
Petrified Heart
Tear Stone
Unknown Merit

Sublevel 2: 200 Seconds

ENEMIES

Caustic Dweevil
Dwarf Red Bulborb x 4
Fiery Blowhog
Fiery Dweevil
Orange Bulborb
Watery Blowhog
Withering Blowhog

TREASURES

Cupid's Grenade x 4
Eternal Emerald Eye
Gemstar Wife
The Key
Lustrous Element
Mirrored Element x 3
Petrified Heart
Tear Stone
Unknown Merit



If you have to get your red Pikmin to the other side of the water, toss them onto a ledge then cross the water and collect them on the other side.

19 Cave of Snarls

SPRAYS: x 0 x 2

Science Projects are clovers that mix in with the rest of the foliage. Guide your Pikmin with the C Stick to pick up the items and battle the Sheargrubs. Use Ultra-Bitter Spray to sink the arena's Puffy Blowhogs.

Sublevel 1: 150 Seconds

ENEMIES

Female Sheargrub x 3
Male Sheargrub x 3
Puffy Blowhog
Withering Blowhog

TREASURES

Armored Nut
Conifer Cone
Corpulent Nut
The Key
Petrified Heart
Science Project x 6

Sublevel 2: 100 Seconds

ENEMIES

Female Sheargrub x 3
Male Sheargrub x 3
Puffy Blowhog
Withering Blowhog

TREASURES

Indomitable CPU
The Key
Leviathan Feather x 6
Network Mainbrain
Tear Stone
Vacuum Processor

20 The Giant's Bath

SPRAYS: x 5 x 0

You'll find the first level of the arena to be fairly easy, especially if you use a couple of doses of Ultra-Spicy Spray to power up your Pikmin. Lure the Hermit Crawmads out of their holes, dodge their attacks, then swarm them as they try to retreat. The giant of the Giant's Bath is a Ranging Bloyster in Sublevel 2. After you defeat the creature, use the Ivory Candypop Bud to transform blue Pikmin into white Pikmin, then search the area for buried treasure.

Sublevel 1: 200 Seconds

ENEMIES

Bumbling Snitchbug
Greater Spotted Jellyfloat

Hermit Crawmad x 2
Toady Bloyster

TREASURES

Cupid's Grenade x 4
Eternal Emerald Eye
Gemstar Wife
The Key
Lustrous Element

Mirrored Element x 3
Petrified Heart
Tear Stone
Unknown Merit

Sublevel 2: 150 Seconds

ENEMY

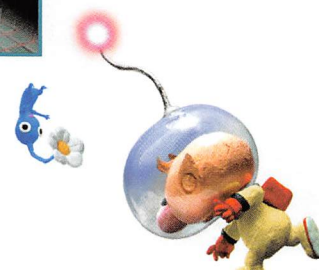
Ranging Bloyster

TREASURES

The Key
Paradoxical Enigma
Pink Menace
Regal Diamond



In your battle versus the Ranging Bloyster, split up your pilots and your Pikmin party, and attack the creature from two angles. Every time the monster turns around, switch control to the squad that is behind the Bloyster, and toss Pikmin at the bulb on its back.



21 Rumbling Grotto

SPRAYS: 🍄 x 4 🍄 x 3

Similar in layout to the Concrete Maze, the Rumbling Grotto is a sprawling labyrinth that's packed with enemies big and small. In Sublevel 1, The Key may be in water, so be sure to have a few blues with you while you're looking for it. Once your Pikmin have it, escort them to the ship and swarm enemies that stand in the way. Leave yourself time to find the exit once you've recovered The Key. In Sublevel 2, use sprays to help your army defeat the Pileated Snagret.

Sublevel 1: 170 Seconds

ENEMIES

Cloaking Burrow-nit x 3
Creeping Chrysanthemum x 2
Female Sheargrub x 4
Iridescent Glint Beetle
Male Sheargrub x 4
Shearwig x 4

TREASURES

Armored Nut x 4
Crystal King
Gyroid Bust
The Key
Lustrous Element
Mirrored Element x 2
Mirth Sphere x 4
Omniscient Sphere x 4
Unknown Merit x 3

Sublevel 2: 120 Seconds

ENEMY

Pileated Snagret

TREASURE

The Key

22 Subterranean Lair

SPRAYS: 🍄 x 2 🍄 x 2

One of the Spotty Bulbears will have The Key. Although it would be great to avoid the others, you'll probably have to fight them, especially if you're after all of the treasure. The prizes are heavy, so you'll be taking a lot of trips to the ship.

Sublevel 1: 90 Seconds

ENEMIES

Dwarf Bulbear x 4

Spotty Bulbear x 3

TREASURES

Crystal Clover
Eternal Emerald Eye
Future Orb
The Key

Mirth Sphere x 4
Petrified Heart
Tear Stone x 2



You'll have two Ultra-Bitter Sprays in your battle against three Spotty Bulbears. If they gang up on you, try to hit them all with a single spritz. Then divide your troops among the temporarily frozen enemies.

23 Hidden Garden

SPRAYS: 🍄 x 0 🍄 x 0

You'll start with only a pair of Bulbmin in the Hidden Garden, but you'll be able to build a substantial Pikmin army by using the color-shifting Candypop Buds. Swarm the Skitter Leafs to uncover The Key, then scrounge for prizes while you look for the exit. Some treasures are camouflaged.

Sublevel 1: 200 Seconds

ENEMIES

Skitter Leaf x 11

Unmarked Spectralids

TREASURES

Arboreal Frippery x 2
Crystallized Clairvoyance
Crystallized Telekinesis
The Key

Love Sphere x 2
Mirth Sphere x 2
Omniscient Sphere x 2
Science Project x 2

24 Abduction Den

SPRAYS: 🍄 x 2 🍄 x 1

The large number of airborne enemies in the Abduction Den will test your aim. Set up the camera for the best view of each flying bug, and knock them out of the sky one at a time. The Greater Spotted Jellyfloat has the Key. Draw it away from the crowd, hit it with Ultra-Bitter Spray to make it tumble to the ground, then pummel it with your Pikmin.

Sublevel 1: 180 Seconds

ENEMIES

Bumbling Snitchbug x 3
Careening Dirigibug x 4
Fiery Dweevil x 2
Greater Spotted Jellyfloat
Swooping Snitchbug

TREASURES

Combustion Berry
The Key
Paradoxical Enigma
Petrified Heart x 6
Regal Diamond x 3
Rubber Ugly
Unknown Merit



Snitchbugs and Careening Dirigibugs make for a nasty combination. While a Snitchbug takes off with your pilots, leaving you with no control over your troops, a Dirigibug will drop a bomb-rock. Shake loose from the Snitchbug's grasp, then take the creature down.





25 Secret Testing Range

SPRAYS: 🍷 x 1 🍷 x 1

You'll need all the time you can get for your battle versus the Man-at-legs in Sublevel 2. Move quickly on the upper floor. One of the Gatling Groinks will have The Key. The floor is large and open, giving you plenty of room to maneuver. Run around the creatures and hit their backsides with purple Pikmin.

Sublevel 1: 100 Seconds

ENEMIES

Gatling Groink x 2

Iridescent Glint Beetle

TREASURES

Cosmic Archive

Dream Architect

Glee Spinner

The Key

Lustrous Element

Prototype Detector

Stone of Glory

Sublevel 2: 150 Seconds

ENEMY

Man-at-legs

TREASURES

Favorite Gyro Block

Fond Gyro Block

The Key

Lost Gyro Block

Memorial Gyro Block

Remembered Old Buddy



Use the environment to your advantage in Sublevel 2. Hide behind barriers to avoid the boss's laser fire and lure the creature away from the water. When the Man-at-legs dips, petrify it with Ultra-Bitter Spray, then attack it with all of your purple Pikmin. It'll go down in a hurry.

26 Breeding Ground

SPRAYS: 🍷 x 3 🍷 x 2

You'll start the Breeding Ground challenge with only four red Pikmin. By the time you reach Sublevel 3, you'll need Pikmin of all three common types to deal with the area's many hazards. If you're going for a pink flower, avoid the Creeping Chrysanthemums on Sublevel 1. On Sublevel 2, freeze the Bulborbs with Ultra-Bitter Spray, then collect nectar or more spray after they're gone.

Sublevel 1: 100 Seconds

ENEMIES

Creeping Chrysanthemum x 2

TREASURES

The Key

Mirrored Element x 2



As you're creating Pikmin in Candypop Buds, be sure to harvest all of the sprouts. If you leave a sublevel with some Pikmin unpicked, you'll lose them and any chance to earn a pink flower. Build an army of at least 28 on Sublevel 1 and at least 68 on Sublevel 2, but don't waste time. You'll need all the clock-ticks you can get for your trip through Sublevel 3.

Sublevel 2: 150 Seconds

ENEMIES

Red Bulborb x 2

TREASURES

Crystallized Telepathy x 2

The Key

Lustrous Element

Sublevel 3: 180 Seconds

ENEMIES

Fiery Blowhog x 4

TREASURES

Crystallized Telepathy x 3

Danger Chime x 5

The Key

27 Cave of Pain

SPRAYS: 🍷 x 1 🍷 x 1

You'll find a couple of very large and mean beasts in the Cave of Pain, but the Dweevils may cause the most pain to your troops, especially if an electric Anode Dweevil makes off with The Key. Use Ultra-Bitter Spray to freeze the Hairy Bulborb, and juice up your Pikmin with Ultra-Spicy Spray before you have them take on the Fiery Bulblax. When it's gone, turn your attention to Key retrieval.

Sublevel 1: 160 Seconds

ENEMIES

Anode Dweevil x 2

Dwarf Red Bulborb

Fiery Bulblax

Hairy Bulborb

Volatile Dweevil x 6

TREASURES

Arboreal Frippery x 2

Combustion Berry

Crystallized Clairvoyance

Crystallized Telepathy

Gyroid Bust

The Key

Omniscient Sphere

Seed of Greed



Falling rocks and Volatile Dweevils make the Cave of Pain difficult to negotiate. Take time at the beginning of the challenge to guide your pilots through the area without having any Pikmin tag along; you'll let the rocks drop and the Dweevils explode without harming your troops. Also, punch any Anode Dweevils you can find.

28 Bully Den

SPRAYS:  x 2  x 2

When the clock reaches 270, the Waterwraiths will drop into the Bully Den. Let them come to you, and battle them for The Key, but stay away from their rollers. As soon as one purple Pikmin touches a Waterwraith, the enemy will become vulnerable. Pile on the other troops to finish it off in a hurry. If you choose to collect the rest of the treasures, you'll come across a small army of creatures as you explore. Keep your Pikmin together in a tight unit and be ready to call them toward your pilots if they get into trouble.

Sublevel 1: 300 Seconds

ENEMIES

Anode Beetle x 6

Anode Dweevil x 2

Volatile Dweevil x 2

Waterwraith x 2

Wollywog

Yellow Wollywog

TREASURES

Crystallized Telekinesis

The Key

Love Sphere

Lustrous Element

Mirrored Element

Mirth Sphere

Omniscient Sphere

Petrified Heart

Silencer

Tear Stone

Unknown Merit

29 Sniper Room

SPRAYS:  x 1  x 1

If the Cannon Beetles of the Sniper Room are close to each other, you can have one of them defeat the other by standing between the two beasts and drawing their fire. When you take on the Gatling Groink on the overturned pail, split up your pilots so one of them acts as a decoy while the other one climbs the shovel with a Pikmin squad and attacks the creature from behind. You'll have one Ultra-Bitter Spray to start. Use it on the enemy that poses the biggest threat to you.

Sublevel 1: 255 Seconds

ENEMIES

Armored Cannon Beetle Larva

Careening Dirigibug

Decorated Cannon Beetle

Dwarf Orange Bulborb x 6

Gatling Groink

Orange Bulborb

Snow Bulborb x 2

TREASURES

Colossal Fossil

Crystal Clover

Crystallized Clairvoyance

Crystallized Telekinesis

Crystallized Telepathy

Eternal Emerald Eye

Gyroid Bust

The Key

Love Sphere x 2

Lustrous Element

Mirrored Element

Mirth Sphere x 2

Omniscient Sphere x 2

Petrified Heart

Tear Stone

30 Emperor's Realm

SPRAYS:  x 2  x 2

You'll battle large enemies on each sublevel of the Emperor's Realm challenge to earn The Keys. Use sprays to help your troops take on the Hairy Bulborb, Spotty Bulbear and Fiery Bulblax of Sublevels 1, 2 and 3, respectively. The small Bulborbs that accompany the larger beasts are the biggest threat to your chances for Perfect completion in Sublevels 1 and 2. The Empress and Emperors that you'll take on in the last two sublevels are easier to defeat than they look.

Sublevel 1: 100 Seconds

ENEMIES

Dwarf Red Bulborb x 2

Hairy Bulborb

Red Bulborb

Snow Bulborb x 2

TREASURES

The Key

Love Sphere x 2

Omniscient Sphere x 2

Petrified Heart

Sublevel 2: 100 Seconds

ENEMIES

Dwarf Bulbear x 2

Dwarf Orange Bulborb x 2

Orange Bulborb

Spotty Bulbear

TREASURES

The Key

Love Sphere x 2

Mirth Sphere x 2

Tear Stone

Sublevel 3: 100 Seconds

ENEMY

Fiery Bulblax

TREASURE

The Key

Sublevel 4: 100 Seconds

ENEMY

Empress Bulblax

TREASURE

The Key

Sublevel 5: 100 Seconds

ENEMIES

Emperor Bulblax x 3

TREASURES

Gyroid Bust

The Key

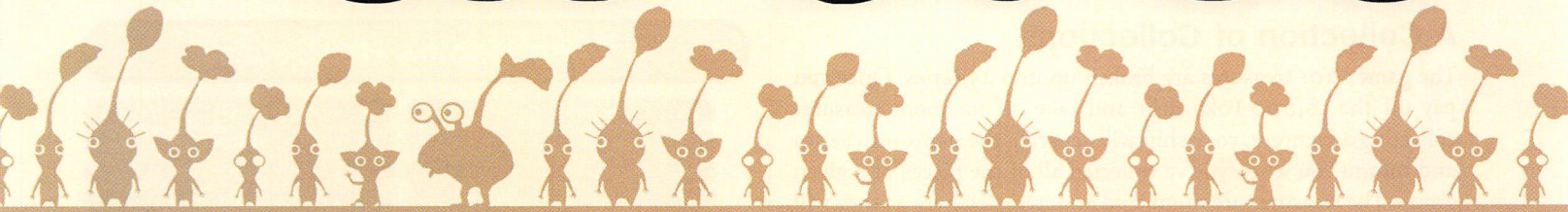
Lustrous Element

Mirrored Element



Attack the Empress Bulblax with purple Pikmin, but call them toward your pilot before she shakes them off. If she does throw the Pikmin, your troops could land near her midsection and get squashed when she rolls. When you take on the Emperor Bulblaxes, entice them to ingest explosive bomb-rocks, then attack them with purples when they're stunned.

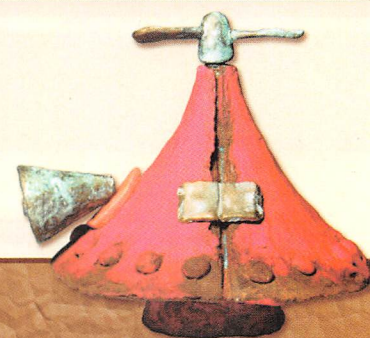
FIELD GUIDE



Treasure Hoard and Piklopedia



TREASURE HOARD



Even after you pay off Hocotate Freight's debt, you'll have a lot of booty to collect. Most of the prizes are underground.

A Collection of Collections

The game's 201 treasures are broken up into 25 series. Once you pay off the 10,000-Poko debt and take off for more treasure-collecting adventure, your ship will separate the items into series and inform you when you've collected all of the pieces of a given group. The treasures are numbered and itemized here as they will be in the game. Check pages 106 through 113 for each treasure's location.



Simpleton Series

- | | |
|--------------------|----------------------|
| 1 Cupid's Grenade | 5 Disguised Delicacy |
| 2 Sunseed Berry | 6 Insect Condo |
| 3 Combustion Berry | 7 Citrus Lump |
| 4 Seed of Greed | |

Earth Child Series

- | | |
|-----------------------|-----------------------|
| 8 Spiny Alien Treat | 13 Anti-hiccup Fungus |
| 9 Anxious Sprout | 14 Toxic Toadstool |
| 10 Child of the Earth | 15 Growshroom |
| 11 Love Nugget | 16 Onion Replica |
| 12 Infernal Vegetable | |

Veggie Maniac's Series

- | | |
|----------------------|------------------|
| 17 Science Project | 20 Conifer Spire |
| 18 Pilgrim Bulb | 21 Armored Nut |
| 19 Arboreal Frillery | 22 Corpulent Nut |

Gourmet Series

- | | |
|----------------------|------------------------|
| 23 Meat of Champions | 26 Taste Sensation |
| 24 Hideous Victual | 27 Triple Sugar Threat |
| 25 Meat Satchel | |

Sweet-Tooth's Hell Series

- | | |
|------------------------|----------------------|
| 28 Compelling Cookie | 36 Diet Doomer |
| 29 Impenetrable Cookie | 37 Pale Passion |
| 30 Bug Bait | 38 White Goodness |
| 31 Imperative Cookie | 39 Chocolate Cushion |
| 32 Comfort Cookie | 40 Sweet Dreamer |
| 33 Succulent Mattress | 41 Confection Hoop |
| 34 King of Sweets | 42 Pastry Wheel |
| 35 Enamel Buster | |

New Discovery Series

- | | |
|-----------------------|-----------------------|
| 43 Possessed Squash | 48 Fortified Delicacy |
| 44 Fossilized Ursidae | 49 Scrumptious Shell |
| 45 Colossal Fossil | 50 Memorial Shell |
| 46 Leviathan Feather | 51 Mysterious Remains |
| 47 Olimarnite Shell | |

Ancient Secrets Series

- | | |
|-----------------|---------------------|
| 52 Crystal King | 55 Unknown Merit |
| 53 Future Orb | 56 Lustrous Element |
| 54 Gyroid Bust | 57 Mirrored Element |

Rebar Alloy Series

- | | |
|--------------------|------------------------|
| 58 Vorpall Platter | 61 Merciless Extractor |
| 59 Invigorator | 62 Broken Food Master |
| 60 Milk Tub | 63 Utter Scrap |

Artistic Spirit Series

- | | |
|------------------------|--------------------------|
| 64 Decorative Goo | 68 Heavy-duty Magnetizer |
| 65 Master's Instrument | 69 Harmonic Synthesizer |
| 66 Manual Honer | 70 Emperor Whistle |
| 67 Implement of Toil | 71 Director of Destiny |

Modern Amenities Series

- | | |
|-----------------------|-------------------|
| 72 Sud Generator | 76 Time Capsule |
| 73 Flame of Tomorrow | 77 Lip Service |
| 74 Impediment Scourge | 78 Mirrored Stage |
| 75 Dimensional Slicer | 79 Behemoth Jaw |



Winter Nanny Series

- | | |
|----------------------|-------------------------|
| 80 Joy Receptacle | 84 Innocence Lost |
| 81 Fleeting Art Form | 85 Essential Furnishing |
| 82 Danger Chime | 86 Icon of Progress |
| 83 Spouse Alert | |

Technology Series

- | | |
|-----------------------|------------------------|
| 87 Temporal Mechanism | 91 Network Mainbrain |
| 88 Mystical Disc | 92 Space Wave Receiver |
| 89 Vacuum Processor | 93 Sulking Antenna |
| 90 Indomitable CPU | 94 Nouveau Table |

Spaceship Repair Kit Series

- | | |
|---------------------------|--------------------------|
| 95 Omega Flywheel | 100 Massage Girdle |
| 96 Spirit Flogger | 101 Superstick Textile |
| 97 Superstrong Stabilizer | 102 Exhausted Superstick |
| 98 Repair Juggernaut | 103 Furious Adhesive |
| 99 Adamantine Girdle | |

Husband's Tears Series

- | | |
|-------------------------|--------------------|
| 104 Petrified Heart | 107 Tear Stone |
| 105 Eternal Emerald Eye | 108 Princess Pearl |
| 106 Regal Diamond | 109 Crystal Clover |

Space Love Series

- | | |
|--------------------------|---------------------|
| 110 Unspeakable Wonder | 116 Joyless Jewel |
| 111 Essence of Rage | 117 Frosty Bauble |
| 112 Essence of Despair | 118 Gemstar Wife |
| 113 Essence of True Love | 119 Gemstar Husband |
| 114 Essence of Desire | 120 Universal Com |
| 115 Pink Menace | |

Crystallized Thought Series

- | | |
|----------------------------|-------------------------------|
| 121 Omniscient Sphere | 124 Crystallized Telekinesis |
| 122 Crystallized Telepathy | 125 Mirth Sphere |
| 123 Love Sphere | 126 Crystallized Clairvoyance |

Dream Product Series

- | | |
|-------------------------|----------------------|
| 127 Maternal Sculpture | 137 Aquatic Mine |
| 128 Extreme Perspirator | 138 Stupendous Lens |
| 129 Rubber Ugly | 139 Air Brake |
| 130 Paradoxical Enigma | 140 Worthless Statue |
| 131 Silencer | 141 Priceless Statue |
| 132 Wiggle Noggin | 142 Boss Stone |
| 133 Coiled Launcher | 143 Luck Wafer |
| 134 Boom Cone | 144 Talisman of Life |
| 135 Flame Tiller | 145 Strife Monolith |
| 136 Doomsday Apparatus | 146 Chance Totem |

Blast from the Past Series

- | | |
|--------------------------|--------------------------|
| 147 Dream Architect | 152 Fond Gyro Block |
| 148 Stone of Glory | 153 Memorable Gyro Block |
| 149 Glee Spinner | 154 Lost Gyro Block |
| 150 Cosmic Archive | 155 Favorite Gyro Block |
| 151 Remembered Old Buddy | 156 Treasured Gyro Block |

Mystic Energy Series

- | | |
|-------------------------|---------------------|
| 157 Proton AA | 159 Courage Reactor |
| 158 Durable Energy Cell | 160 Fuel Reservoir |

Storage King Series

- | | |
|------------------------|-------------------------|
| 161 Drone Supplies | 164 Fruit Guard |
| 162 Patience Tester | 165 Nutrient Silo |
| 163 Endless Repository | 166 Stringent Container |

Explorer's Philosophy Series

- | | |
|-----------------------|------------------|
| 167 Survival Ointment | 168 Healing Cask |
|-----------------------|------------------|

Ancient Advertising Series

- | | |
|--------------------------|----------------------|
| 169 Abstract Masterpiece | 173 Salivatrix |
| 170 Optical Illustration | 174 Gherkin Gate |
| 171 Thirst Activator | 175 Alien Billboard |
| 172 Yellow Taste Tyrant | 176 Activity Arouser |

Emblem Series

- | | |
|----------------------|--------------------------|
| 177 Hypnotic Platter | 181 Quenching Emblem |
| 178 Massive Lid | 182 Drought Ender |
| 179 Pondering Emblem | 183 Creative Inspiration |
| 180 Happiness Emblem | |

Explorer's Friend Series

- | | |
|---------------------------|-----------------------------|
| 184 Spherical Atlas | 191 Forged Courage |
| 185 Geographic Projection | 192 Dream Material |
| 186 Prototype Detector | 193 Justice Alloy |
| 187 Five-man Napsack | 194 Amplified Amplifier |
| 188 Brute Knuckles | 195 Professional Noisemaker |
| 189 Repugnant Appendage | 196 The Key |
| 190 Stellar Orb | |

Giant Insect Monster Series

- | | |
|---------------------|------------------|
| 197 Shock Therapist | 200 Monster Pump |
| 198 Flare Cannon | 201 King of Bugs |
| 199 Comedy Bomb | |

Abstract Masterpiece**169**

- **LOCATION:** Perplexing Pool Shower Room **S6**
- **VALUE:** 30 Pokos
- **PIKMIN NEEDED:** 6
- **INSIDE ENEMY:** No

**Activity Arouser****176**

- **LOCATION:** Perplexing Pool Submerged Castle **S3**
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 15
- **INSIDE ENEMY:** Yes

**Adamantine Girdle****99**

- **LOCATION:** Valley of Repose Subterranean Complex **S5**
- **VALUE:** 70 Pokos
- **PIKMIN NEEDED:** 12
- **INSIDE ENEMY:** No

**Air Brake****139**

- **LOCATION:** Awakening Wood Above Ground
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 15
- **INSIDE ENEMY:** No

**Alien Billboard****175**

- **LOCATION:** Awakening Wood White Flower Garden **S1**
- **VALUE:** 80 Pokos
- **PIKMIN NEEDED:** 15
- **INSIDE ENEMY:** No

**Amplified Amplifier****194**

- **LOCATION:** Perplexing Pool Shower Room **S7**
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 20
- **INSIDE ENEMY:** Yes

**Anti-hiccup Fungus****13**

- **LOCATION:** Wistful Wild Above Ground
- **VALUE:** 30 Pokos
- **PIKMIN NEEDED:** 5
- **INSIDE ENEMY:** No

**Anxious Sprout****9**

- **LOCATION:** Awakening Wood Bulblax Kingdom **S5**
- **VALUE:** 50 Pokos
- **PIKMIN NEEDED:** 15
- **INSIDE ENEMY:** No

**Aquatic Mine****137**

- **LOCATION:** Perplexing Pool Above Ground
- **VALUE:** 80 Pokos
- **PIKMIN NEEDED:** 3
- **INSIDE ENEMY:** No

**Arboreal Fraternity****19**

- **LOCATION:** Perplexing Pool Shower Room **S4**
- **VALUE:** 10 Pokos
- **PIKMIN NEEDED:** 1
- **INSIDE ENEMY:** No

**Armored Nut****21**

- **LOCATION:** Wistful Wild Above Ground
- **VALUE:** 60 Pokos
- **PIKMIN NEEDED:** 4
- **INSIDE ENEMY:** Yes

**Behemoth Jaw****79**

- **LOCATION:** Perplexing Pool Shower Room **S6**
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 20
- **INSIDE ENEMY:** No

**Boom Cone****134**

- **LOCATION:** Perplexing Pool Glutton's Kitchen **S5**
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 10
- **INSIDE ENEMY:** No

**Boss Stone****142**

- **LOCATION:** Wistful Wild Dream Den **S11**
- **VALUE:** 110 Pokos
- **PIKMIN NEEDED:** 8
- **INSIDE ENEMY:** No

**Broken Food Master****62**

- **LOCATION:** Perplexing Pool Shower Room **S5**
- **VALUE:** 90 Pokos
- **PIKMIN NEEDED:** 20
- **INSIDE ENEMY:** No

**Brute Knuckles****188**

- **LOCATION:** Valley of Repose Frontier Cavern **S5**
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 15
- **INSIDE ENEMY:** Yes

**Bug Bait****30**

- **LOCATION:** Perplexing Pool Submerged Castle **S1**
- **VALUE:** 15 Pokos
- **PIKMIN NEEDED:** 5
- **INSIDE ENEMY:** Yes

**Chance Totem****146**

- **LOCATION:** Awakening Wood Above Ground
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 15
- **INSIDE ENEMY:** No

**Child of the Earth****10**

- **LOCATION:** Wistful Wild Cavern of Chaos **S3**
- **VALUE:** 40 Pokos
- **PIKMIN NEEDED:** 15
- **INSIDE ENEMY:** No

**Chocolate Cushion****39**

- **LOCATION:** Perplexing Pool Submerged Castle **S2**
- **VALUE:** 40 Pokos
- **PIKMIN NEEDED:** 10
- **INSIDE ENEMY:** No

**Citrus Lump****7**

- **LOCATION:** Valley of Repose Emergence Cave **S1**
- **VALUE:** 180 Pokos
- **PIKMIN NEEDED:** 15
- **INSIDE ENEMY:** No

**Coiled Launcher****133**

- **LOCATION:** Valley of Repose Subterranean Complex **S3**
- **VALUE:** 70 Pokos
- **PIKMIN NEEDED:** 15
- **INSIDE ENEMY:** No

**Colossal Fossil****45**

- **LOCATION:** Awakening Wood Bulblax Kingdom **S6**
- **VALUE:** 140 Pokos
- **PIKMIN NEEDED:** 20
- **INSIDE ENEMY:** No

**Combustion Berry****3**

- **LOCATION:** Awakening Wood Snagret Hole **S2**
- **VALUE:** 190 Pokos
- **PIKMIN NEEDED:** 12
- **INSIDE ENEMY:** No

**Comedy Bomb****199**

- **LOCATION:** Wistful Wild Dream Den **S14**
- **VALUE:** 1,000 Pokos
- **PIKMIN NEEDED:** 30
- **INSIDE ENEMY:** Yes

**Comfort Cookie****32**

- **LOCATION:** Perplexing Pool Submerged Castle **S2**
- **VALUE:** 10 Pokos
- **PIKMIN NEEDED:** 4
- **INSIDE ENEMY:** Yes

**Compelling Cookie****28**

- **LOCATION:** Perplexing Pool Submerged Castle **S3**
- **VALUE:** 10 Pokos
- **PIKMIN NEEDED:** 3
- **INSIDE ENEMY:** No



Confection Hoop

41

- **LOCATION:** Perplexing Pool Submerged Castle S2
- **VALUE:** 60 Pokos
- **PIKMIN NEEDED:** 20
- **INSIDE ENEMY:** No



Conifer Spire

20

- **LOCATION:** Wistful Wild Above Ground
- **VALUE:** 15 Pokos
- **PIKMIN NEEDED:** 7
- **INSIDE ENEMY:** No



Corpulent Nut

22

- **LOCATION:** Wistful Wild Hole of Heroes S1
- **VALUE:** 80 Pokos
- **PIKMIN NEEDED:** 8
- **INSIDE ENEMY:** No



Cosmic Archive

150

- **LOCATION:** Awakening Wood Hole of Beasts S3
- **VALUE:** 230 Pokos
- **PIKMIN NEEDED:** 15
- **INSIDE ENEMY:** No



Courage Reactor

159

- **LOCATION:** Valley of Repose Above Ground
- **VALUE:** 280 Pokos
- **PIKMIN NEEDED:** 20
- **INSIDE ENEMY:** No



Creative Inspiration

183

- **LOCATION:** Perplexing Pool Citadel of Spiders S2
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 4
- **INSIDE ENEMY:** Yes



Crystal Clover

109

- **LOCATION:** Awakening Wood Bulblax Kingdom S1
- **VALUE:** 150 Pokos
- **PIKMIN NEEDED:** 20
- **INSIDE ENEMY:** Yes



Crystal King

52

- **LOCATION:** Awakening Wood Bulblax Kingdom S4
- **VALUE:** 110 Pokos
- **PIKMIN NEEDED:** 10
- **INSIDE ENEMY:** Yes



Crystallized Clairvoyance

126

- **LOCATION:** Awakening Wood Snagret Hole S5
- **VALUE:** 120 Pokos
- **PIKMIN NEEDED:** 10
- **INSIDE ENEMY:** Yes



Crystallized Telekinesis

124

- **LOCATION:** Awakening Wood Snagret Hole S1
- **VALUE:** 120 Pokos
- **PIKMIN NEEDED:** 10
- **INSIDE ENEMY:** Yes



Crystallized Telepathy

122

- **LOCATION:** Awakening Wood Snagret Hole S4
- **VALUE:** 120 Pokos
- **PIKMIN NEEDED:** 10
- **INSIDE ENEMY:** No



Cupid's Grenade

1

- **LOCATION:** Awakening Wood Snagret Hole S4
- **VALUE:** 20 Pokos
- **PIKMIN NEEDED:** 3
- **INSIDE ENEMY:** No



Danger Chime

82

- **LOCATION:** Valley of Repose Frontier Cavern S3
- **VALUE:** 120 Pokos
- **PIKMIN NEEDED:** 10
- **INSIDE ENEMY:** Yes



Decorative Goo

64

- **LOCATION:** Awakening Wood Above Ground
- **VALUE:** 80 Pokos
- **PIKMIN NEEDED:** 10
- **INSIDE ENEMY:** No



Diet Doomer

36

- **LOCATION:** Perplexing Pool Submerged Castle S1
- **VALUE:** 25 Pokos
- **PIKMIN NEEDED:** 5
- **INSIDE ENEMY:** No



Dimensional Slicer

75

- **LOCATION:** Wistful Wild Hole of Heroes S9
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 8
- **INSIDE ENEMY:** Yes



Director of Destiny

71

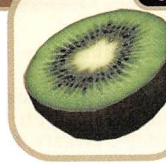
- **LOCATION:** Perplexing Pool Glutton's Kitchen S3
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 20
- **INSIDE ENEMY:** No



Disguised Delicacy

5

- **LOCATION:** Wistful Wild Dream Den S1
- **VALUE:** 40 Pokos
- **PIKMIN NEEDED:** 15
- **INSIDE ENEMY:** No



Doomsday Apparatus

136

- **LOCATION:** Wistful Wild Above Ground
- **VALUE:** 3,000 Pokos
- **PIKMIN NEEDED:** 1,000
- **INSIDE ENEMY:** No



Dream Architect

147

- **LOCATION:** Awakening Wood Hole of Beasts S4
- **VALUE:** 280 Pokos
- **PIKMIN NEEDED:** 20
- **INSIDE ENEMY:** Yes



Dream Material

192

- **LOCATION:** Perplexing Pool Glutton's Kitchen S6
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 10
- **INSIDE ENEMY:** Yes



Drone Supplies

161

- **LOCATION:** Perplexing Pool Submerged Castle S4
- **VALUE:** 130 Pokos
- **PIKMIN NEEDED:** 15
- **INSIDE ENEMY:** No



Drought Ender

182

- **LOCATION:** Awakening Wood White Flower Garden S2
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 4
- **INSIDE ENEMY:** No



Durable Energy Cell

158

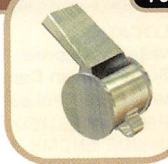
- **LOCATION:** Perplexing Pool Shower Room S2
- **VALUE:** 160 Pokos
- **PIKMIN NEEDED:** 15
- **INSIDE ENEMY:** No



Emperor Whistle

70

- **LOCATION:** Awakening Wood Snagret Hole S5
- **VALUE:** 75 Pokos
- **PIKMIN NEEDED:** 15
- **INSIDE ENEMY:** Yes



Enamel Buster

35

- **LOCATION:** Wistful Wild Cavern of Chaos S1
- **VALUE:** 60 Pokos
- **PIKMIN NEEDED:** 8
- **INSIDE ENEMY:** No



Endless Repository

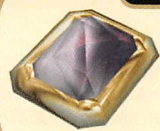
163

- **LOCATION:** Perplexing Pool Shower Room S5
- **VALUE:** 130 Pokos
- **PIKMIN NEEDED:** 20
- **INSIDE ENEMY:** No



Essence of Desire

- **LOCATION:** Wistful Wild Dream Den **S7**
- **VALUE:** 90 Pokos
- **PIKMIN NEEDED:** 8
- **INSIDE ENEMY:** Yes

**114****Essence of Despair**

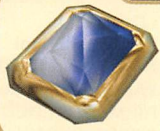
- **LOCATION:** Wistful Wild Cavern of Chaos **S2**
- **VALUE:** 80 Pokos
- **PIKMIN NEEDED:** 6
- **INSIDE ENEMY:** Yes

**112****Essence of Rage**

- **LOCATION:** Valley of Repose Frontier Cavern **S1**
- **VALUE:** 70 Pokos
- **PIKMIN NEEDED:** 8
- **INSIDE ENEMY:** No

**111****Essence of True Love**

- **LOCATION:** Wistful Wild Hole of Heroes **S2**
- **VALUE:** 60 Pokos
- **PIKMIN NEEDED:** 5
- **INSIDE ENEMY:** No

**113****Essential Furnishing**

- **LOCATION:** Valley of Repose Frontier Cavern **S1**
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 5
- **INSIDE ENEMY:** No

**85****Eternal Emerald Eye**

- **LOCATION:** Awakening Wood Bulblax Kingdom **S6**
- **VALUE:** 150 Pokos
- **PIKMIN NEEDED:** 20
- **INSIDE ENEMY:** Yes

**105****Exhausted Superstick**

- **LOCATION:** Valley of Repose Subterranean Complex **S1**
- **VALUE:** 50 Pokos
- **PIKMIN NEEDED:** 12
- **INSIDE ENEMY:** No

**102****Extreme Perspirator**

- **LOCATION:** Wistful Wild Dream Den **S8**
- **VALUE:** 150 Pokos
- **PIKMIN NEEDED:** 15
- **INSIDE ENEMY:** No

**128****Favorite Gyro Block**

- **LOCATION:** Wistful Wild Hole of Heroes **S11**
- **VALUE:** 80 Pokos
- **PIKMIN NEEDED:** 5
- **INSIDE ENEMY:** Yes

**155****Five-man Napsack**

- **LOCATION:** Awakening Wood White Flower Garden **S5**
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 15
- **INSIDE ENEMY:** Yes

**187****Flame of Tomorrow**

- **LOCATION:** Perplexing Pool Citadel of Spiders **S4**
- **VALUE:** 10 Pokos
- **PIKMIN NEEDED:** 10
- **INSIDE ENEMY:** No

**73****Flame Tiller**

- **LOCATION:** Valley of Repose Frontier Cavern **S7**
- **VALUE:** 120 Pokos
- **PIKMIN NEEDED:** 20
- **INSIDE ENEMY:** No

**135****Flare Cannon**

- **LOCATION:** Wistful Wild Dream Den **S14**
- **VALUE:** 1,000 Pokos
- **PIKMIN NEEDED:** 30
- **INSIDE ENEMY:** Yes

**198****Fleeting Art Form**

- **LOCATION:** Valley of Repose Frontier Cavern **S3**
- **VALUE:** 75 Pokos
- **PIKMIN NEEDED:** 2
- **INSIDE ENEMY:** No

**81****Fond Gyro Block**

- **LOCATION:** Wistful Wild Hole of Heroes **S14**
- **VALUE:** 80 Pokos
- **PIKMIN NEEDED:** 5
- **INSIDE ENEMY:** Yes

**152****Forged Courage**

- **LOCATION:** Awakening Wood Bulblax Kingdom **S7**
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 20
- **INSIDE ENEMY:** Yes

**191****Fortified Delicacy**

- **LOCATION:** Perplexing Pool Above Ground
- **VALUE:** 60 Pokos
- **PIKMIN NEEDED:** 20
- **INSIDE ENEMY:** No

**48****Fossilized Ursidae**

- **LOCATION:** Valley of Repose Above Ground
- **VALUE:** 160 Pokos
- **PIKMIN NEEDED:** 25
- **INSIDE ENEMY:** No

**44****Frosty Bauble**

- **LOCATION:** Wistful Wild Cavern of Chaos **S2**
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 5
- **INSIDE ENEMY:** Yes

**117****Fruit Guard**

- **LOCATION:** Wistful Wild Cavern of Chaos **S8**
- **VALUE:** 130 Pokos
- **PIKMIN NEEDED:** 15
- **INSIDE ENEMY:** No

**164****Fuel Reservoir**

- **LOCATION:** Wistful Wild Cavern of Chaos **S7**
- **VALUE:** 120 Pokos
- **PIKMIN NEEDED:** 8
- **INSIDE ENEMY:** No

**160****Furious Adhesive**

- **LOCATION:** Valley of Repose Subterranean Complex **S7**
- **VALUE:** 60 Pokos
- **PIKMIN NEEDED:** 10
- **INSIDE ENEMY:** No

**103****Future Orb**

- **LOCATION:** Wistful Wild Dream Den **S6**
- **VALUE:** 200 Pokos
- **PIKMIN NEEDED:** 25
- **INSIDE ENEMY:** Yes

**53****Gemstar Husband**

- **LOCATION:** Valley of Repose Frontier Cavern **S3**
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 5
- **INSIDE ENEMY:** No

**119****Gemstar Wife**

- **LOCATION:** Wistful Wild Cavern of Chaos **S2**
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 5
- **INSIDE ENEMY:** Yes

**118****Geographic Projection**

- **LOCATION:** Awakening Wood Above Ground
- **VALUE:** 200 Pokos
- **PIKMIN NEEDED:** 101
- **INSIDE ENEMY:** No

**185****Gherkin Gate**

- **LOCATION:** Perplexing Pool Above Ground
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 15
- **INSIDE ENEMY:** No

**174**

Glee Spinner

149

- LOCATION: Wistful Wild Dream Den S3
- VALUE: 140 Pokos
- PIKMIN NEEDED: 6
- INSIDE ENEMY: Yes



Growshroom

15

- LOCATION: Wistful Wild Cavern of Chaos S6
- VALUE: 50 Pokos
- PIKMIN NEEDED: 5
- INSIDE ENEMY: No



Gyroid Bust

54

- LOCATION: Awakening Wood Bulblax Kingdom S7
- VALUE: 250 Pokos
- PIKMIN NEEDED: 10
- INSIDE ENEMY: No



Happiness Emblem

180

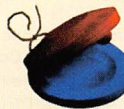
- LOCATION: Perplexing Pool Glutton's Kitchen S4
- VALUE: 100 Pokos
- PIKMIN NEEDED: 4
- INSIDE ENEMY: Yes



Harmonic Synthesizer

69

- LOCATION: Perplexing Pool Glutton's Kitchen S3
- VALUE: 120 Pokos
- PIKMIN NEEDED: 10
- INSIDE ENEMY: No



Healing Cask

168

- LOCATION: Awakening Wood Above Ground
- VALUE: 60 Pokos
- PIKMIN NEEDED: 6
- INSIDE ENEMY: No



Heavy-duty Magnetizer

68

- LOCATION: Awakening Wood Snagret Hole S4
- VALUE: 150 Pokos
- PIKMIN NEEDED: 10
- INSIDE ENEMY: Yes



Hideous Victual

24

- LOCATION: Perplexing Pool Glutton's Kitchen S6
- VALUE: 100 Pokos
- PIKMIN NEEDED: 10
- INSIDE ENEMY: No



Hypnotic Platter

177

- LOCATION: Wistful Wild Dream Den S13
- VALUE: 100 Pokos
- PIKMIN NEEDED: 4
- INSIDE ENEMY: Yes



Icon of Progress

86

- LOCATION: Valley of Repose Frontier Cavern S2
- VALUE: 85 Pokos
- PIKMIN NEEDED: 15
- INSIDE ENEMY: No



Impediment Scourge

74

- LOCATION: Perplexing Pool Above Ground
- VALUE: 50 Pokos
- PIKMIN NEEDED: 10
- INSIDE ENEMY: No



Impenetrable Cookie

29

- LOCATION: Wistful Wild Cavern of Chaos S7
- VALUE: 25 Pokos
- PIKMIN NEEDED: 8
- INSIDE ENEMY: Yes



Imperative Cookie

31

- LOCATION: Perplexing Pool Glutton's Kitchen S2
- VALUE: 25 Pokos
- PIKMIN NEEDED: 5
- INSIDE ENEMY: No



Implement of Toil

67

- LOCATION: Wistful Wild Dream Den S2
- VALUE: 55 Pokos
- PIKMIN NEEDED: 2
- INSIDE ENEMY: No



Indomitable CPU

90

- LOCATION: Valley of Repose Subterranean Complex S7
- VALUE: 100 Pokos
- PIKMIN NEEDED: 10
- INSIDE ENEMY: Yes



Infernal Vegetable

12

- LOCATION: Wistful Wild Cavern of Chaos S3
- VALUE: 30 Pokos
- PIKMIN NEEDED: 12
- INSIDE ENEMY: No



Innocence Lost

84

- LOCATION: Valley of Repose Frontier Cavern S4
- VALUE: 100 Pokos
- PIKMIN NEEDED: 15
- INSIDE ENEMY: No



Insect Condo

6

- LOCATION: Wistful Wild Dream Den S5
- VALUE: 40 Pokos
- PIKMIN NEEDED: 15
- INSIDE ENEMY: Yes



Invigorator

59

- LOCATION: Perplexing Pool Glutton's Kitchen S4
- VALUE: 130 Pokos
- PIKMIN NEEDED: 20
- INSIDE ENEMY: No



Joy Receptacle

80

- LOCATION: Valley of Repose Frontier Cavern S2
- VALUE: 60 Pokos
- PIKMIN NEEDED: 15
- INSIDE ENEMY: No



Joyless Jewel

116

- LOCATION: Wistful Wild Hole of Heroes S7
- VALUE: 100 Pokos
- PIKMIN NEEDED: 5
- INSIDE ENEMY: Yes



Justice Alloy

193

- LOCATION: Awakening Wood Snagret Hole S7
- VALUE: 100 Pokos
- PIKMIN NEEDED: 20
- INSIDE ENEMY: Yes



King of Bugs

201

- LOCATION: Wistful Wild Dream Den S14
- VALUE: 10 Pokos
- PIKMIN NEEDED: 1
- INSIDE ENEMY: Yes



King of Sweets

34

- LOCATION: Perplexing Pool Citadel of Spiders S4
- VALUE: 15 Pokos
- PIKMIN NEEDED: 5
- INSIDE ENEMY: Yes



Leviathan Feather

46

- LOCATION: Awakening Wood Snagret Hole S1
- VALUE: 10 Pokos
- PIKMIN NEEDED: 1
- INSIDE ENEMY: No



Lip Service

77

- LOCATION: Perplexing Pool Citadel of Spiders S2
- VALUE: 50 Pokos
- PIKMIN NEEDED: 4
- INSIDE ENEMY: No



Lost Gyro Block

154

- LOCATION: Wistful Wild Hole of Heroes S12
- VALUE: 80 Pokos
- PIKMIN NEEDED: 5
- INSIDE ENEMY: Yes



Love Nugget**11**

- **LOCATION:** Perplexing Pool
Citadel of Spiders **S1**
- **VALUE:** 40 Pokos
- **PIKMIN NEEDED:** 20
- **INSIDE ENEMY:** No

**Love Sphere****123**

- **LOCATION:** Wistful Wild
Hole of Heroes **S3**
- **VALUE:** 85 Pokos
- **PIKMIN NEEDED:** 1
- **INSIDE ENEMY:** No

**Luck Wafer****143**

- **LOCATION:** Awakening Wood
Hole of Beasts **S4**
- **VALUE:** 140 Pokos
- **PIKMIN NEEDED:** 1
- **INSIDE ENEMY:** No

**Lustrous Element****56**

- **LOCATION:** Wistful Wild
Hole of Heroes **S4**
- **VALUE:** 1,000 Pokos
- **PIKMIN NEEDED:** 10
- **INSIDE ENEMY:** Yes

**Manual Honer****66**

- **LOCATION:** Wistful Wild
Dream Den **S2**
- **VALUE:** 130 Pokos
- **PIKMIN NEEDED:** 10
- **INSIDE ENEMY:** Yes

**Massage Girdle****100**

- **LOCATION:** Perplexing Pool
Above Ground
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 20
- **INSIDE ENEMY:** No

**Massive Lid****178**

- **LOCATION:** Perplexing Pool
Glutton's Kitchen **S2**
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 4
- **INSIDE ENEMY:** No

**Master's Instrument****65**

- **LOCATION:** Perplexing Pool
Glutton's Kitchen **S1**
- **VALUE:** 30 Pokos
- **PIKMIN NEEDED:** 4
- **INSIDE ENEMY:** No

**Maternal Sculpture****127**

- **LOCATION:** Wistful Wild
Cavern of Chaos **S9**
- **VALUE:** 55 Pokos
- **PIKMIN NEEDED:** 15
- **INSIDE ENEMY:** No

**Meat of Champions****23**

- **LOCATION:** Perplexing Pool
Glutton's Kitchen **S6**
- **VALUE:** 35 Pokos
- **PIKMIN NEEDED:** 10
- **INSIDE ENEMY:** No

**Meat Satchel****25**

- **LOCATION:** Awakening Wood
Snagret Hole **S3**
- **VALUE:** 40 Pokos
- **PIKMIN NEEDED:** 5
- **INSIDE ENEMY:** Yes

**Memorable Gyro Block****153**

- **LOCATION:** Wistful Wild
Hole of Heroes **S13**
- **VALUE:** 80 Pokos
- **PIKMIN NEEDED:** 5
- **INSIDE ENEMY:** Yes

**Memorial Shell****50**

- **LOCATION:** Perplexing Pool
Citadel of Spiders **S3**
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 10
- **INSIDE ENEMY:** No

**Merciless Extractor****61**

- **LOCATION:** Perplexing Pool
Shower Room **S5**
- **VALUE:** 90 Pokos
- **PIKMIN NEEDED:** 20
- **INSIDE ENEMY:** No

**Milk Tub****60**

- **LOCATION:** Wistful Wild
Cavern of Chaos **S4**
- **VALUE:** 60 Pokos
- **PIKMIN NEEDED:** 5
- **INSIDE ENEMY:** No

**Mirrored Element****57**

- **LOCATION:** Wistful Wild
Dream Den **S4**
- **VALUE:** 300 Pokos
- **PIKMIN NEEDED:** 10
- **INSIDE ENEMY:** No

**Mirrored Stage****78**

- **LOCATION:** Perplexing Pool
Shower Room **S3**
- **VALUE:** 140 Pokos
- **PIKMIN NEEDED:** 15
- **INSIDE ENEMY:** Yes

**Mirth Sphere****125**

- **LOCATION:** Wistful Wild
Cavern of Chaos **S1**
- **VALUE:** 85 Pokos
- **PIKMIN NEEDED:** 1
- **INSIDE ENEMY:** No

**Monster Pump****200**

- **LOCATION:** Wistful Wild
Dream Den **S14**
- **VALUE:** 1,000 Pokos
- **PIKMIN NEEDED:** 30
- **INSIDE ENEMY:** Yes

**Mysterious Remains****51**

- **LOCATION:** Wistful Wild
Cavern of Chaos **S4**
- **VALUE:** 150 Pokos
- **PIKMIN NEEDED:** 8
- **INSIDE ENEMY:** Yes

**Mystical Disc****88**

- **LOCATION:** Valley of Repose
Subterranean Complex **S5**
- **VALUE:** 75 Pokos
- **PIKMIN NEEDED:** 6
- **INSIDE ENEMY:** No

**Network Mainbrain****91**

- **LOCATION:** Valley of Repose
Subterranean Complex **S2**
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 10
- **INSIDE ENEMY:** No

**Nouveau Table****94**

- **LOCATION:** Valley of Repose
Subterranean Complex **S1**
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 25
- **INSIDE ENEMY:** No

**Nutrient Silo****165**

- **LOCATION:** Wistful Wild
Hole of Heroes **S6**
- **VALUE:** 130 Pokos
- **PIKMIN NEEDED:** 15
- **INSIDE ENEMY:** No

**Olimarnite Shell****47**

- **LOCATION:** Awakening Wood
Bulblax Kingdom **S3**
- **VALUE:** 40 Pokos
- **PIKMIN NEEDED:** 15
- **INSIDE ENEMY:** No

**Omega Flywheel****95**

- **LOCATION:** Valley of Repose
Subterranean Complex **S3**
- **VALUE:** 60 Pokos
- **PIKMIN NEEDED:** 20
- **INSIDE ENEMY:** No

**Omniscient Sphere****121**

- **LOCATION:** Valley of Repose
Frontier Cavern **S4**
- **VALUE:** 85 Pokos
- **PIKMIN NEEDED:** 1
- **INSIDE ENEMY:** No



Onion Replica

16

- **LOCATION:**
Perplexing Pool
Above Ground
- **VALUE:** 30 Pokos
- **PIKMIN NEEDED:** 20
- **INSIDE ENEMY:** No



Optical Illustration

170

- **LOCATION:**
Perplexing Pool
Above Ground
- **VALUE:** 140 Pokos
- **PIKMIN NEEDED:** 15
- **INSIDE ENEMY:** No



Pale Passion

37

- **LOCATION:**
Perplexing Pool
Submerged Castle S4
- **VALUE:** 25 Pokos
- **PIKMIN NEEDED:** 5
- **INSIDE ENEMY:** Yes



Paradoxical Enigma

130

- **LOCATION:**
Perplexing Pool
Citadel of Spiders S2
- **VALUE:** 80 Pokos
- **PIKMIN NEEDED:** 4
- **INSIDE ENEMY:** No



Pastry Wheel

42

- **LOCATION:**
Perplexing Pool
Submerged Castle S1
- **VALUE:** 35 Pokos
- **PIKMIN NEEDED:** 10
- **INSIDE ENEMY:** No



Patience Tester

162

- **LOCATION:**
Perplexing Pool
Citadel of Spiders S3
- **VALUE:** 130 Pokos
- **PIKMIN NEEDED:** 20
- **INSIDE ENEMY:** No



Petrified Heart

104

- **LOCATION:**
Awakening Wood
White Flower Garden S2
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 5
- **INSIDE ENEMY:** No



Pilgrim Bulb

18

- **LOCATION:**
Awakening Wood
Above Ground
- **VALUE:** 55 Pokos
- **PIKMIN NEEDED:** 10
- **INSIDE ENEMY:** No



Pink Menace

115

- **LOCATION:**
Valley of Repose
Above Ground
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 5
- **INSIDE ENEMY:** No



Pondering Emblem

179

- **LOCATION:**
Perplexing Pool
Shower Room S5
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 4
- **INSIDE ENEMY:** No



Possessed Squash

43

- **LOCATION:**
Wistful Wild
Dream Den S8
- **VALUE:** 180 Pokos
- **PIKMIN NEEDED:** 30
- **INSIDE ENEMY:** No



Priceless Statue

141

- **LOCATION:**
Valley of Repose
Frontier Cavern S6
- **VALUE:** 80 Pokos
- **PIKMIN NEEDED:** 10
- **INSIDE ENEMY:** No



Princess Pearl

108

- **LOCATION:**
Wistful Wild
Cavern of Chaos S6
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 5
- **INSIDE ENEMY:** Yes



Professional Noisemaker

195

- **LOCATION:**
Perplexing Pool
Submerged Castle S5
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 15
- **INSIDE ENEMY:** Yes



Proton AA

157

- **LOCATION:**
Perplexing Pool
Submerged Castle S4
- **VALUE:** 90 Pokos
- **PIKMIN NEEDED:** 6
- **INSIDE ENEMY:** No



Prototype Detector

186

- **LOCATION:**
Awakening Wood
Hole of Beasts S5
- **VALUE:** 200 Pokos
- **PIKMIN NEEDED:** 35
- **INSIDE ENEMY:** Yes



Quenching Emblem

181

- **LOCATION:**
Valley of Repose
Emergence Cave S1
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 4
- **INSIDE ENEMY:** No



Regal Diamond

106

- **LOCATION:**
Perplexing Pool
Citadel of Spiders S5
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 5
- **INSIDE ENEMY:** No



Remembered Old Buddy

151

- **LOCATION:**
Wistful Wild
Hole of Heroes S15
- **VALUE:** 250 Pokos
- **PIKMIN NEEDED:** 30
- **INSIDE ENEMY:** Yes



Repair Juggernaut

98

- **LOCATION:**
Valley of Repose
Subterranean Complex S6
- **VALUE:** 85 Pokos
- **PIKMIN NEEDED:** 10
- **INSIDE ENEMY:** No



Repugnant Appendage

189

- **LOCATION:**
Valley of Repose
Frontier Cavern S8
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 20
- **INSIDE ENEMY:** Yes



Rubber Ugly

129

- **LOCATION:**
Perplexing Pool
Shower Room S6
- **VALUE:** 90 Pokos
- **PIKMIN NEEDED:** 8
- **INSIDE ENEMY:** No



Salivatrix

173

- **LOCATION:**
Awakening Wood
Snagret Hole S6
- **VALUE:** 30 Pokos
- **PIKMIN NEEDED:** 20
- **INSIDE ENEMY:** No



Science Project

17

- **LOCATION:**
Awakening Wood
Snagret Hole S6
- **VALUE:** 20 Pokos
- **PIKMIN NEEDED:** 1
- **INSIDE ENEMY:** No



Scrumptious Shell

49

- **LOCATION:**
Perplexing Pool
Shower Room S3
- **VALUE:** 60 Pokos
- **PIKMIN NEEDED:** 10
- **INSIDE ENEMY:** No



Seed of Greed

4

- **LOCATION:**
Wistful Wild
Above Ground
- **VALUE:** 70 Pokos
- **PIKMIN NEEDED:** 10
- **INSIDE ENEMY:** Yes



Shock Therapist

197

- **LOCATION:**
Wistful Wild
Dream Den S14
- **VALUE:** 1,000 Pokos
- **PIKMIN NEEDED:** 30
- **INSIDE ENEMY:** Yes



Silencer**131**

- **LOCATION:** Wistful Wild Cavern of Chaos **S10**
- **VALUE:** 670 Pokos
- **PIKMIN NEEDED:** 20
- **INSIDE ENEMY:** Yes

**Space Wave Receiver****92**

- **LOCATION:** Valley of Repose Subterranean Complex **S6**
- **VALUE:** 80 Pokos
- **PIKMIN NEEDED:** 10
- **INSIDE ENEMY:** No

**Spherical Atlas****184**

- **LOCATION:** Valley of Repose Emergence Cave **S2**
- **VALUE:** 200 Pokos
- **PIKMIN NEEDED:** 101
- **INSIDE ENEMY:** No

**Spiny Alien Treat****8**

- **LOCATION:** Valley of Repose Above Ground
- **VALUE:** 50 Pokos
- **PIKMIN NEEDED:** 4
- **INSIDE ENEMY:** No

**Spirit Flogger****96**

- **LOCATION:** Valley of Repose Subterranean Complex **S2**
- **VALUE:** 70 Pokos
- **PIKMIN NEEDED:** 20
- **INSIDE ENEMY:** No

**Spouse Alert****83**

- **LOCATION:** Valley of Repose Frontier Cavern **S7**
- **VALUE:** 120 Pokos
- **PIKMIN NEEDED:** 10
- **INSIDE ENEMY:** No

**Stellar Orb****190**

- **LOCATION:** Valley of Repose Subterranean Complex **S9**
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 5
- **INSIDE ENEMY:** Yes

**Stone of Glory****148**

- **LOCATION:** Awakening Wood Hole of Beasts **S1**
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 5
- **INSIDE ENEMY:** No

**Strife Monolith****145**

- **LOCATION:** Awakening Wood Hole of Beasts **S3**
- **VALUE:** 150 Pokos
- **PIKMIN NEEDED:** 12
- **INSIDE ENEMY:** No

**Stringent Container****166**

- **LOCATION:** Wistful Wild Dream Den **S12**
- **VALUE:** 130 Pokos
- **PIKMIN NEEDED:** 10
- **INSIDE ENEMY:** Yes

**Stupendous Lens****138**

- **LOCATION:** Awakening Wood Snagret Hole **S6**
- **VALUE:** 120 Pokos
- **PIKMIN NEEDED:** 10
- **INSIDE ENEMY:** Yes

**Succulent Mattress****33**

- **LOCATION:** Perplexing Pool Submerged Castle **S3**
- **VALUE:** 50 Pokos
- **PIKMIN NEEDED:** 8
- **INSIDE ENEMY:** No

**Sud Generator****72**

- **LOCATION:** Perplexing Pool Shower Room **S2**
- **VALUE:** 60 Pokos
- **PIKMIN NEEDED:** 20
- **INSIDE ENEMY:** No

**Sulking Antenna****93**

- **LOCATION:** Perplexing Pool Glutton's Kitchen **S5**
- **VALUE:** 150 Pokos
- **PIKMIN NEEDED:** 35
- **INSIDE ENEMY:** No

**Sunseed Berry****2**

- **LOCATION:** Awakening Wood Above Ground
- **VALUE:** 170 Pokos
- **PIKMIN NEEDED:** 5
- **INSIDE ENEMY:** No

**Superstick Textile****101**

- **LOCATION:** Awakening Wood White Flower Garden **S3**
- **VALUE:** 80 Pokos
- **PIKMIN NEEDED:** 30
- **INSIDE ENEMY:** No

**Superstrong Stabilizer****97**

- **LOCATION:** Valley of Repose Subterranean Complex **S3**
- **VALUE:** 60 Pokos
- **PIKMIN NEEDED:** 10
- **INSIDE ENEMY:** Yes

**Survival Ointment****167**

- **LOCATION:** Awakening Wood White Flower Garden **S4**
- **VALUE:** 90 Pokos
- **PIKMIN NEEDED:** 6
- **INSIDE ENEMY:** No

**Sweet Dreamer****40**

- **LOCATION:** Perplexing Pool Glutton's Kitchen **S6**
- **VALUE:** 40 Pokos
- **PIKMIN NEEDED:** 10
- **INSIDE ENEMY:** No

**Talisman of Life****144**

- **LOCATION:** Wistful Wild Dream Den **S10**
- **VALUE:** 90 Pokos
- **PIKMIN NEEDED:** 15
- **INSIDE ENEMY:** Yes

**Taste Sensation****26**

- **LOCATION:** Awakening Wood Snagret Hole **S2**
- **VALUE:** 40 Pokos
- **PIKMIN NEEDED:** 15
- **INSIDE ENEMY:** No

**Tear Stone****107**

- **LOCATION:** Awakening Wood Bulblax Kingdom **S2**
- **VALUE:** 150 Pokos
- **PIKMIN NEEDED:** 5
- **INSIDE ENEMY:** No

**Temporal Mechanism****87**

- **LOCATION:** Valley of Repose Above Ground
- **VALUE:** 110 Pokos
- **PIKMIN NEEDED:** 30
- **INSIDE ENEMY:** Yes

**The Key****196**

- **LOCATION:** Perplexing Pool Citadel of Spiders **S5**
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 1
- **INSIDE ENEMY:** Yes

**Thirst Activator****171**

- **LOCATION:** Valley of Repose Subterranean Complex **S7**
- **VALUE:** 300 Pokos
- **PIKMIN NEEDED:** 20
- **INSIDE ENEMY:** No

**Time Capsule****76**

- **LOCATION:** Perplexing Pool Citadel of Spiders **S4**
- **VALUE:** 70 Pokos
- **PIKMIN NEEDED:** 7
- **INSIDE ENEMY:** No

**Toxic Toadstool****14**

- **LOCATION:** Awakening Wood White Flower Garden **S4**
- **VALUE:** 30 Pokos
- **PIKMIN NEEDED:** 5
- **INSIDE ENEMY:** No



Treasured Gyro Block

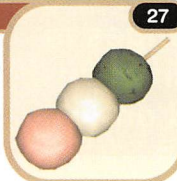
- **LOCATION:** Wistful Wild Hole of Heroes **S10**
- **VALUE:** 80 Pokos
- **PIKMIN NEEDED:** 5
- **INSIDE ENEMY:** Yes



156

Triple Sugar Threat

- **LOCATION:** Awakening Wood Snagblax Hole **S6**
- **VALUE:** 60 Pokos
- **PIKMIN NEEDED:** 6
- **INSIDE ENEMY:** Yes



27

Universal Com

- **LOCATION:** Wistful Wild Dream Den **S12**
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 5
- **INSIDE ENEMY:** No



120

Unknown Merit

- **LOCATION:** Awakening Wood Bulblax Kingdom **S4**
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 5
- **INSIDE ENEMY:** Yes



55

Unspeakable Wonder

- **LOCATION:** Valley of Repose Above Ground
- **VALUE:** 120 Pokos
- **PIKMIN NEEDED:** 30
- **INSIDE ENEMY:** No



110

Utter Scrap

- **LOCATION:** Valley of Repose Above Ground
- **VALUE:** 170 Pokos
- **PIKMIN NEEDED:** 35
- **INSIDE ENEMY:** No



63

Vacuum Processor

- **LOCATION:** Valley of Repose Subterranean Complex **S6**
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 10
- **INSIDE ENEMY:** No



89

Vorpall Platter

- **LOCATION:** Perplexing Pool Shower Room **S3**
- **VALUE:** 60 Pokos
- **PIKMIN NEEDED:** 12
- **INSIDE ENEMY:** No



58

White Goodness

- **LOCATION:** Perplexing Pool Glutton's Kitchen **S4**
- **VALUE:** 60 Pokos
- **PIKMIN NEEDED:** 8
- **INSIDE ENEMY:** No



38

Wiggle Noggin

- **LOCATION:** Wistful Wild Cavern of Chaos **S9**
- **VALUE:** 85 Pokos
- **PIKMIN NEEDED:** 15
- **INSIDE ENEMY:** No



132

Worthless Statue

- **LOCATION:** Valley of Repose Frontier Cavern **S6**
- **VALUE:** 80 Pokos
- **PIKMIN NEEDED:** 10
- **INSIDE ENEMY:** No



140

Yellow Taste Tyrant

- **LOCATION:** Wistful Wild Dream Den **S11**
- **VALUE:** 100 Pokos
- **PIKMIN NEEDED:** 15
- **INSIDE ENEMY:** No



172

Exploration Kit Components

Some treasures are worth more than mere Pokos. Your shipboard computer will turn 12 of the prizes that you claim into items that will aid you in your journey. The convertible treasures are design-

nated by green headers in the treasure list, and they are shown below, along with names and descriptions of the Exploration Kit tools that they will become.

Mega Tweeter

Amplified Amplifier

194



Big battles require far-reaching troop control. the Mega Tweeter extends your whistle's range.



Metal Suit Z

Justice Alloy

193



Like a suit of armor, the Metal Suit Z helps protect your pilot from enemy attacks.



Rush Boots

Repugnant Appendage

189



When enemies are breathing down your pilot's neck, it pays to have speed. The Rush Boots help.



Sphere Chart

Spherical Atlas

184



The Northern Hemisphere of a globe gives your ship navigational aid and a path to the Awakening Wood.



Pluckaphone

Professional Noisemaker

195



The Pluckaphone extracts sprouts from the ground at the sound of your whistle—no pulling required.



Scorch Guard

Forged Courage

191



Go ahead! Direct your pilot into flames! The Scorch Guard will keep him from feeling the heat.



Rocket Fist

Brute Knuckles

188



Olimar, Louie and the president will be able to execute combination punches with the Rocket Fist upgrade.



Survey Chart

Geographic Projection

185



The bottom half of the globe provides more mapping information and passage to the Perplexing Pool.



Solar System

Stellar Orb

190



Caves are dark and scary places. The Solar System lightens the mood a little by delivering illumination.



Anti-Electrifier

Dream Material

192



The Dream Material is rubber. The ship uses it to make an electricity-resistant suit component for the pilots.



Treasure Gauge

Prototype Detector

186



The most useful tool in your kit lets you know when treasures are near and when you've collected them all.



Napsack

Five-man Napsack

187



The five fingers of a glove accommodate a quintet and allow your pilots a protected nap out on the field.





PIKLOPEDIA



Among the game's biggest challenges is knowing how to battle enemies and use plantlife to your advantage. Read on!

The Pikmin Planet Discovered

Adventurer, naturalist, hero—Captain Olimar is not on the planet only to take its treasures. He's also interested in its buglife and plantlife. Every time you defeat a member of a particular species,

see a new type of foliage or toss a Pikmin into a new kind of Can-dypop Bud, an entry will pop up in the Piklopedia. View it to glean useful information on the planet's creations.



The Piklopedia Breakdown

Our Piklopedia presents details about Olimar's discoveries in three categories: wildlife, bosses and plantlife. Entries in each section are ordered alphabetically and numbered as they are in the game. Note that the bodies of enemies found solely in the underground sections do not generate Pikmin.

Anode Beetle

28

- **SIZE:** 33mm
- **ATTACK:** Electric shock
- **PIKMIN NEEDED:** 5
- **VALUE:** 3 Pokos
- **PIKMIN GENERATED:** 0



Zapping baddies communicate with each other by sending electric charges over the air. The safest way to attack an Anode Beetle is to use electricity-resistant yellow Pikmin. A direct hit from the air will flip one of the bugs, leaving its vulnerable underbelly exposed.

Anode Dweevil

38

- **SIZE:** 54mm (leg span)
- **ATTACK:** Electric shock
- **PIKMIN NEEDED:** 3
- **VALUE:** 2 Pokos
- **PIKMIN GENERATED:** 0



The most dangerous of the Dweevils attacks by surrounding itself with electricity. If any non-yellow Pikmin are hit by the creature's sparks, they'll be fried instantly. Unless you have no other options, use yellows exclusively to fight the evil Dweevils.

Antenna Beetle

34

- **SIZE:** 40mm
- **ATTACK:** Kidnaps Pikmin
- **PIKMIN NEEDED:** 3
- **VALUE:** 5 Pokos
- **PIKMIN GENERATED:** 0



Although it can't defeat Pikmin, the Antenna Beetle can seriously confuse the sprouts and take them under its wing with a whistle of its own. Call the Pikmin immediately after the beetle brainwashes them. The bug also sends your Treasure Gauge out of whack. Defeat it before you hunt for prizes.

Armored Cannon Beetle Larva

15

- **SIZE:** 100mm
- **ATTACK:** Crushes Pikmin with stone
- **PIKMIN NEEDED:** 7
- **VALUE:** 4 Pokos
- **PIKMIN GENERATED:** 8



Slow but mighty, Armored Cannon Beetle Larvae can make a good day into a bad one with one roll of a boulder. When one of the creatures sends a rock attack your way, use the C Stick to have your Pikmin move out of the boulder's path as a tight unit, then throw soldiers onto the creature's back.

Breadbug

57

- **SIZE:** 37mm
- **ATTACK:** Snatches items
- **PIKMIN NEEDED:** 3
- **VALUE:** 3 Pokos
- **PIKMIN GENERATED:** 0

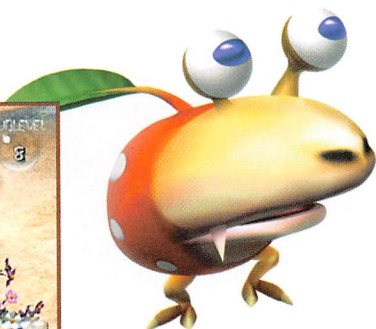


Breadbugs steal treasures and the bodies of downed baddies. If a Breadbug takes a prize into its hole, you'll have to defeat it to make the treasure resurface. You can damage Breadbugs by stomping them or by pulling them toward your ship and having the ship's tractor beam do the work.

Bulbmin

12

- **SIZE:** 50mm
- **ATTACK:** Eats Pikmin
- **PIKMIN NEEDED:** 7
- **VALUE:** 3 Pokos
- **PIKMIN GENERATED:** 0

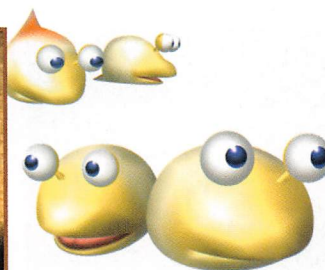


Large Bulbmin have a voracious appetite and can gobble up your Pikmin in a hurry. To avoid their mouths, attack them from their sides, and use purple Pikmin for maximum power. Once you've dealt with a Bulbmin leader, use your whistle to call its followers and bring them into your fold.

Bulborb Larva

9

- **SIZE:** 26mm
- **ATTACK:** Attacks Pikmin
- **PIKMIN NEEDED:** 0
- **VALUE:** 0 Pokos
- **PIKMIN GENERATED:** 0



The offspring of the Empress Bulblax are small but hungry. They can swallow Pikmin whole. If you have to attack Bulborb Larvae with Pikmin, toss your troops and aim for the critters' backs. If one of your spacemen can go it alone, punch them for a quick defeat.

Bumbling Snitchbug

32

- **SIZE:** 35mm
- **ATTACK:** Kidnaps pilots
- **PIKMIN NEEDED:** 3
- **VALUE:** 4 Pokos
- **PIKMIN GENERATED:** 0

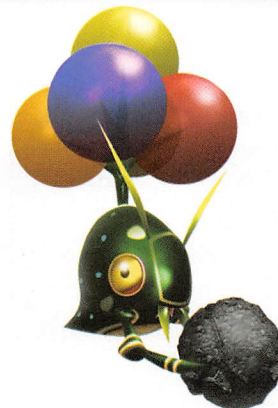


One of two types of Snitchbugs, the Bumbling variety focuses on capturing your pilots. If it manages to hold on, eventually it will throw its victim (or victims) to the ground and cause serious damage. Shake free using the Control Stick and A Button, or switch control to the other pilot and attack with Pikmin.

Careening Dirigibug

33

- **SIZE:** 47mm
- **ATTACK:** Drops bomb-rocks
- **PIKMIN NEEDED:** 3
- **VALUE:** 4 Pokos
- **PIKMIN GENERATED:** 0

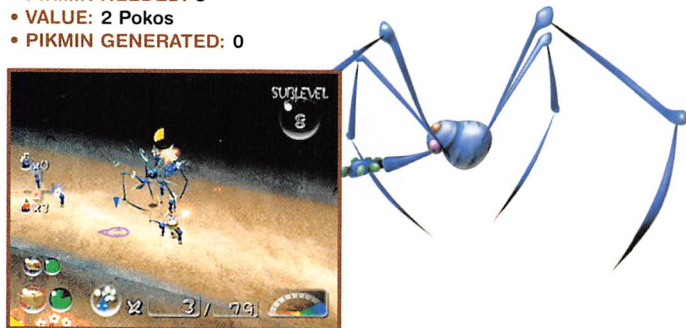


It's a wonder that a creature with such festive-looking balloons can be so dangerous, but the Careening Dirigibug is bad. It produces bomb-rocks and drops them into crowds. Keep your Pikmin clear of the fallen rocks, and hit the Dirigibugs by flinging troops at them between bombing runs.

Caustic Dweevil

39

- **SIZE:** 54mm (leg span)
- **ATTACK:** Spits water
- **PIKMIN NEEDED:** 3
- **VALUE:** 2 Pokos
- **PIKMIN GENERATED:** 0



They'll make your skin crawl on sight, but the worst Caustic Dweevils can do to your troops is to spit water at them. Use only blue Pikmin in the battle if you can, and toss them at the beast's body. If you use other types of troops, be ready to whistle them free from the bubbles.

Cloaking Burrow-nit

26

- **SIZE:** 75mm
- **ATTACK:** Eats Pikmin
- **PIKMIN NEEDED:** 8
- **VALUE:** 3 Pokos
- **PIKMIN GENERATED:** 8



The vulnerable area of a Cloaking Burrow-nit is very close to its most dangerous parts: its mouth and tentaclelike tongue. A Burrow-nit spends most of its time partially buried in the ground. When your troops get close, it will attack. Toss Pikmin at its head and try to defeat it before it can eat a sprout.

Creeping Chrysanthemum

52

- **SIZE:** 135mm (height)
- **ATTACK:** Eats Pikmin
- **PIKMIN NEEDED:** 10
- **VALUE:** 7 Pokos
- **PIKMIN GENERATED:** 12



If you're not specifically looking for a Creeping Chrysanthemum, you may miss it until you're right on top of it and it pops out of the ground. Keep your Pikmin away from the predator's mouth and toss them at its body. If the creature falls over, swarm it before it can right itself.

Decorated Cannon Beetle

16

- **SIZE:** 100mm
- **ATTACK:** Crushes Pikmin with stone
- **PIKMIN NEEDED:** 7
- **VALUE:** 4 Pokos
- **PIKMIN GENERATED:** 8



Decorated Cannon Beetles spit rocks that follow their targets, making them more difficult to avoid than the attacks of the Larvae. Run from the boulders and attack the beasts immediately after they discharge their rocks. If you're fast, you can lure the boulders into other enemies or reflect them back at it.

Doodlebug

22

- **SIZE:** 26mm
- **ATTACK:** Emits poisonous gas
- **PIKMIN NEEDED:** 0
- **VALUE:** 0 Pokos
- **PIKMIN GENERATED:** 0



They look as harmless as Female Sheargrubs, but Doodlebugs can cause a lot of trouble by emitting poisonous gas. If you manage to hit one of the scurrying critters with a Pikmin lob, it'll flip over and leave a pool of nectar. You can capture a Doodlebug three times before it disappears.

Dwarf Bulbear

8

- **SIZE:** 27mm
- **ATTACK:** Eats Pikmin
- **PIKMIN NEEDED:** 3
- **VALUE:** 2 Pokos
- **PIKMIN GENERATED:** 4

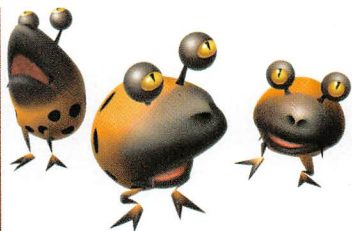


What Dwarf Bulbears lack in size, they make up in ferociousness. They eat Pikmin quickly and keep eating them as long as a fresh supply is available. You can flatten one of the beasts in a single stomp, but only if your aim is very good. Call your Pikmin of choice back if they miss.

Dwarf Orange Bulborb

6

- **SIZE:** 30mm
- **ATTACK:** Eats Pikmin
- **PIKMIN NEEDED:** 3
- **VALUE:** 2 Pokos
- **PIKMIN GENERATED:** 0



Found in underground areas only, Dwarf Orange Bulborbs are little eating machines, and they're never far from an Orange Bulborb. If you can separate the creatures, you can swarm them or stomp them fairly easily—but if you have to take them on in groups, you'll be in for quite a battle.

Dwarf Red Bulborb

4

- **SIZE:** 30mm
- **ATTACK:** Eats Pikmin
- **PIKMIN NEEDED:** 3
- **VALUE:** 2 Pokos
- **PIKMIN GENERATED:** 4

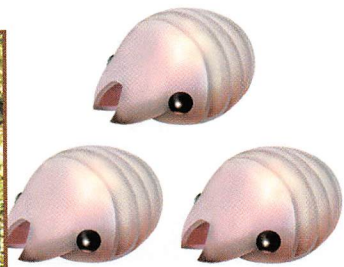


The trickiest aspect of fighting Dwarf Red Bulborbs is that they travel in groups. When you attack one, the others will help defend it. Attack each little Bulborb with a toss. If your throws are accurate, you'll flatten the lot of them in a hurry.

Female Sheargrub

23

- **SIZE:** 20mm
- **ATTACK:** Destroys Bridges
- **PIKMIN NEEDED:** 1
- **VALUE:** 1 Poko
- **PIKMIN GENERATED:** 2



Pale pink Sheargrubs pop out of the ground and distract your Pikmin, but they don't cause your troops any harm. They do, however, like to roll up constructed bridges. If you have the time, you can swarm and defeat the creatures with little effort and take them back to the Onions for two sprouts a pop.

Fiery Blowhog

13

- **SIZE:** 52mm
- **ATTACK:** Blows fire
- **PIKMIN NEEDED:** 7
- **VALUE:** 4 Pokos
- **PIKMIN GENERATED:** 8

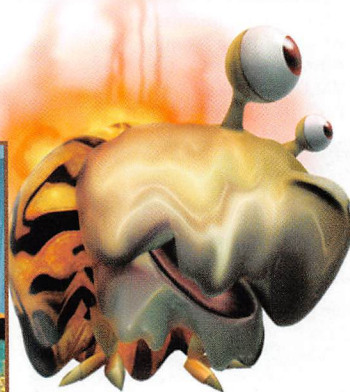


Among the most common creatures in the Pikmin 2 landscape are the ground-based Blowhogs, both Fiery and Watery. You can distinguish the Fiery Blowhogs by the red markings at the end of their snouts and by the flames that they spit at your leaders and troops. Attack their backs with red Pikmin.

Fiery Bulblax

10

- **SIZE:** 105mm
- **ATTACK:** Eats/burns Pikmin
- **PIKMIN NEEDED:** 10
- **VALUE:** 10 Pokos
- **PIKMIN GENERATED:** 12

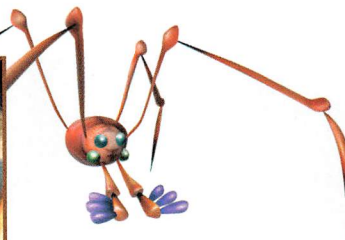


Flames rise from the Fiery Bulblax. If you can draw one of the specimens into water, you'll extinguish the flames and open it up to attack from any Pikmin type. If not, you'll have to use red Pikmin or Bulbmin to beat it. Like large Bulborbs, Fiery Bulblaxes devour Pikmin. Keep troops away from their mouths.

Fiery Dweevil

37

- **SIZE:** 54mm (leg span)
- **ATTACK:** Burns Pikmin
- **PIKMIN NEEDED:** 3
- **VALUE:** 2 Pokos
- **PIKMIN GENERATED:** 0



Flame-generating Dweevils set non-red Pikmin on fire with their attacks and send them running in all directions. The best way to beat them is to use fire-resistant attackers. Carefully aim then hurl red Pikmin at the Dweevils' bodies and keep attacking until they're toast.

Gatling Groink

19

- **SIZE:** 118mm
- **ATTACK:** Fires mortars
- **PIKMIN NEEDED:** 10
- **VALUE:** 7 Pokos
- **PIKMIN GENERATED:** 12



With a cannon for a snout and a shield over its head, the Gatling Groink is a powerful and protected fighter. The best way to battle a Groink is to split your forces into two groups and have one unit act as a decoy while the other one attacks the creature from behind. It'll regenerate slowly after it's defeated.

Greater Spotted Jellyfloat

36

- **SIZE:** 93mm (diameter)
- **ATTACK:** Eats Pikmin
- **PIKMIN NEEDED:** 0
- **VALUE:** 0 Pokos
- **PIKMIN GENERATED:** 0



The Jellyfloat can suck up your Pikmin and pilots, and hold them in its transparent belly. Direct your troops to keep a safe distance from the flying fiend and throw troops at its body. After you defeat a Jellyfloat, you'll have nothing to show for it but the victims that you saved.

Hairy Bulborb

2

- **SIZE:** 90mm
- **ATTACK:** Eats Pikmin
- **PIKMIN NEEDED:** 10
- **VALUE:** 7 Pokos
- **PIKMIN GENERATED:** 0



As dangerous as any other giant Bulborb, the Hairy variety loses its fur as soon as you attack it. Try to sneak up on a Hairy Bulborb as it's sleeping, and launch a rear assault. If the creature charges, keep tossing Pikmin at it, and stay away from its chompers.

Hermit Crawmad

30

- **SIZE:** 68mm
- **ATTACK:** Eats Pikmin
- **PIKMIN NEEDED:** 5
- **VALUE:** 3 Pokos
- **PIKMIN GENERATED:** 8



Because of the shell on its top half, the Hermit Crawmad is invincible when it's looking out at the battlefield from its hole. The only way to defeat one of the creatures is to draw it from its hole, avoid its attack, then swarm it as it retreats.

Honeywisp

55

- **SIZE:** 25mm
- **ATTACK:** N/A
- **PIKMIN NEEDED:** 0
- **VALUE:** 0 Pokos
- **PIKMIN GENERATED:** 0

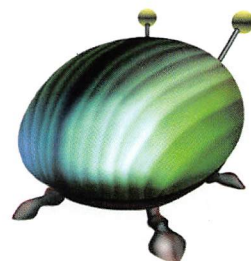


Flighty floaters carry eggs that contain nectar. If you can hit a Honeywisp with a lobbed Pikmin, the creature will disappear, but its egg will drop and spill its contents. Honeywisps materialize in an instant and flash away just as quickly. If you want to hit one, you'll have to work quickly.

Iridescent Flint Beetle

20

- **SIZE:** 30mm
- **ATTACK:** N/A
- **PIKMIN NEEDED:** 0
- **VALUE:** 0 Pokos
- **PIKMIN GENERATED:** 0

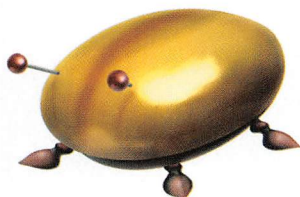
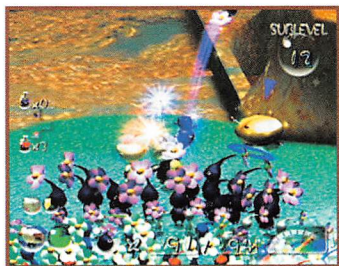


Squirrely Flint Beetles hold nectar. They won't harm your Pikmin, but they won't stand still and let you defeat them, either. If you're on the trail of an Iridescent Flint Beetle, anticipate when it will stop moving, aim, then hit it with a quick and accurate toss.

Iridescent Glint Beetle

21

- **SIZE:** 30mm
- **ATTACK:** N/A
- **PIKMIN NEEDED:** 0
- **VALUE:** 0 Pokos
- **PIKMIN GENERATED:** 0



Like Flint Beetles, Glint Beetles surface for only a few seconds at a time. When one appears near your troops, you'll have a couple of chances to aim and throw before it goes below the surface again. In a few rare circumstances, Iridescent Glint Beetles hold treasure.

Lesser Spotted Jellyfloat

35

- **SIZE:** 60mm (diameter)
- **ATTACK:** Eats Pikmin
- **PIKMIN NEEDED:** 0
- **VALUE:** 0 Pokos
- **PIKMIN GENERATED:** 0

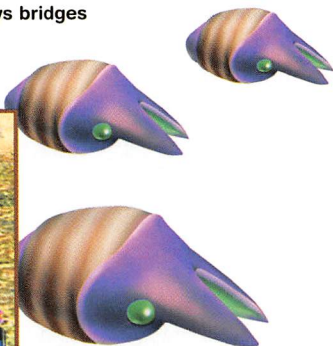


It may be slightly less dangerous than the Greater Spotted Jellyfloat, but the lesser of the species is still a major annoyance. By attacking the beast with tossed Pikmin, you can weigh it down, then swarm it with the rest of your troops on the ground.

Male Sheargrub

24

- **SIZE:** 25mm
- **ATTACK:** Attacks Pikmin, destroys bridges
- **PIKMIN NEEDED:** 1
- **VALUE:** 2 Pokos
- **PIKMIN GENERATED:** 3

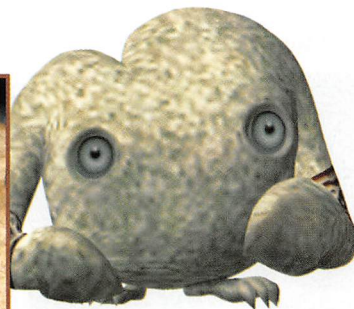


Although they are among the weakest of enemies that can cause any harm, Male Sheargrubs will attack and devour your Pikmin if you don't instruct your troops to fight back. When your army is surprised by the surfacing creatures, use the C Stick to swarm them.

Mamuta

56

- **SIZE:** 60mm
- **ATTACK:** Pounds Pikmin into the ground
- **PIKMIN NEEDED:** 7
- **VALUE:** 3 Pokos
- **PIKMIN GENERATED:** 0



A Mamuta cannot defeat a Pikmin, but it can pound the trooper into the ground with its heavy arms. In fact, one rock beast can bury several Pikmin with a single blow. After you defeat the Mamuta with flying attacks, be sure to pluck your buddies from the soil—their tops will be in full bloom.

Mitite

29

- **SIZE:** 30.5mm
- **ATTACK:** Causes Panic
- **PIKMIN NEEDED:** 1
- **VALUE:** 1 Poko
- **PIKMIN GENERATED:** 2

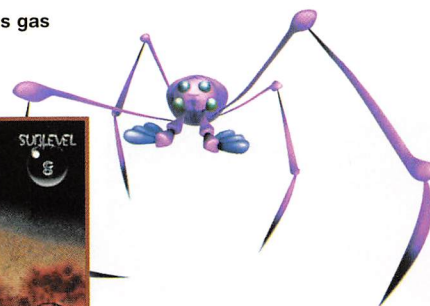


When you break an egg expecting nectar, sometimes you'll be surprised by a flurry of Mitites. The creatures won't harm your Pikmin, but they will send them into a panic. Call your purple troops with your whistle, then stomp one of the Mitites to generate nectar and make the others scurry away.

Munge Dweevil

40

- **SIZE:** 54mm (leg span)
- **ATTACK:** Emits poisonous gas
- **PIKMIN NEEDED:** 3
- **VALUE:** 2 Pokos
- **PIKMIN GENERATED:** 0

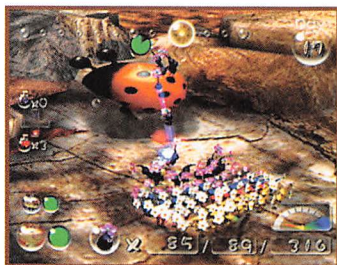


Often the most attractive spiders are the deadliest. The purple Munge Dweevils are nice to look at, but the gas they emit is lethal to most Pikmin. If you have white Pikmin, use the pale troopers to attack a Munge Dweevil's body.

Orange Bulborb

3

- **SIZE:** 90mm
- **ATTACK:** Eats Pikmin
- **PIKMIN NEEDED:** 10
- **VALUE:** 7 Pokos
- **PIKMIN GENERATED:** 12

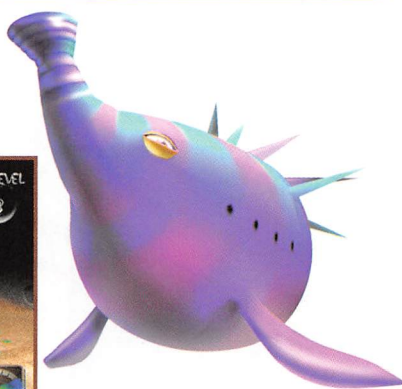


One of the more intimidating non-boss enemies, and stronger than the Red Bulborbs, the beast can eat several Pikmin at once. If you can't attack it from behind, petrify it with an Ultra-Bitter Spray.

Puffy Blowhog

17

- **SIZE:** 180mm
- **ATTACK:** Blows away Pikmin
- **PIKMIN NEEDED:** 0
- **VALUE:** 0 Pokos
- **PIKMIN GENERATED:** 0

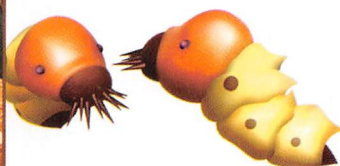


The living dirigible that is the Puffy Blowhog can knock over an entire Pikmin army with a single blast, requiring you to call all of your Pikmin together before you can proceed. It can also blow the flowers right off Pikmin. Toss troopers up to the Blowhog's belly and have them knock it out of the sky.

Ravenous Whiskerpiller

27

- **SIZE:** 36.5mm
- **ATTACK:** N/A
- **PIKMIN NEEDED:** 1
- **VALUE:** 1 Poko
- **PIKMIN GENERATED:** 2



Much like the Female Shear grub, the Ravenous Whiskerpiller is a harmless critter that burrows up from the ground and flops along the surface. If you're really hurting for Pikmin, you can swarm the little critters and turn in their bodies for two sprouts each.

Red Bulborb

1

- **SIZE:** 90mm
- **ATTACK:** Eats Pikmin
- **PIKMIN NEEDED:** 10
- **VALUE:** 7 Pokos
- **PIKMIN GENERATED:** 12

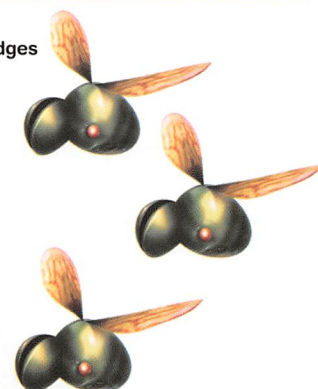


The weakest of the larger Bulborbs, the Red Bulborb can still hold its own against a good-sized Pikmin squad. Since it is a nocturnal species, most of the Red Bulborbs that you encounter in the daytime will be asleep to start. Sneak up on them from behind and hit them with a stream of flying Pikmin.

Shearwig

25

- **SIZE:** 28mm
- **ATTACK:** Attacks Pikmin, destroys bridges
- **PIKMIN NEEDED:** 1
- **VALUE:** 2 Pokos
- **PIKMIN GENERATED:** 4



Shearwigs are essentially Male Shear grubs with wings. You can pluck a Shearwig from the air with a toss of a single Pikmin, then defeat it quickly with a small swarm. Although it takes some effort to aim and fire at the little bugs, they provide a good source of Pikmin sprouts.

Skitter Leaf

53

- **SIZE:** 56mm
- **ATTACK:** N/A
- **PIKMIN NEEDED:** 1
- **VALUE:** 1 Poko
- **PIKMIN GENERATED:** 1

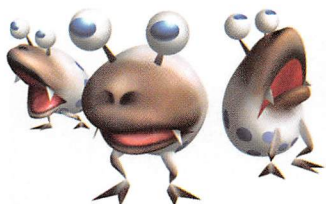
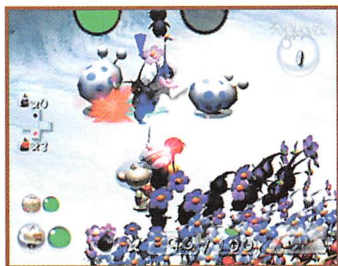


They look like leaves, but they're critters. You can swarm Skitter Leafs or hit them with air attacks and defeat them with ease. In one Challenge-mode arena, you'll defeat Skitter Leafs to earn point-producing treasure.

Snow Bulborb

5

- **SIZE:** 30mm
- **ATTACK:** Eats Pikmin
- **PIKMIN NEEDED:** 3
- **VALUE:** 2 Pokos
- **PIKMIN GENERATED:** 0



Since they're often found in the snowy cave sublevels, white Snow Bulborbs tend to blend into their surroundings. As is the case with other small Bulborbs, you can squash the creatures with direct hits. No Pikmin can do the job better than purples.

Spotty Bulbear

7

- **SIZE:** 88mm
- **ATTACK:** Eats Pikmin
- **PIKMIN NEEDED:** 10
- **VALUE:** 10 Pokos
- **PIKMIN GENERATED:** 12



Possibly the most vicious of the Bulborb/Bulbear family, the Spotty Bulbear feasts on Pikmin and doesn't give up. Have one group distract the villain while you send another behind it to attack.

Swooping Snitchbug

31

- **SIZE:** 30mm
- **ATTACK:** Kidnaps Pikmin
- **PIKMIN NEEDED:** 3
- **VALUE:** 4 Pokos
- **PIKMIN GENERATED:** 4



Much like the Mamuta, the Swooping Snitchbug does not defeat Pikmin; it pummels them into the ground. The creature grabs two Pikmin at a time and throws them with tremendous force. Knock it down with a few tosses, then swarm it.

Toady Bloyster

42

- **SIZE:** 105mm
- **ATTACK:** Eats Pikmin
- **PIKMIN NEEDED:** 3
- **VALUE:** 10 Pokos
- **PIKMIN GENERATED:** 25



The rare Toady Bloyster is a smaller water-dwelling version of the Ranging Bloyster. The creature is capable of eating several Pikmin at once, but only if they loiter close to its mouth. Its weak point is the bulb that hangs over its backside.

Unmarked Spectralids

54

- **SIZE:** 26mm (wingspan)
- **ATTACK:** N/A
- **PIKMIN NEEDED:** 1
- **VALUE:** 1 Poko
- **PIKMIN GENERATED:** 1



The butterflies offer more atmosphere than gameplay challenge. If you have the time, you may toss some Pikmin into a flock of the colorful creatures and collect their bodies for Pikmin sprouts, color-matched nectar or Pokos.

Volatile Dweevil

41

- **SIZE:** 54mm (leg span)
- **ATTACK:** Explodes
- **PIKMIN NEEDED:** 0
- **VALUE:** 0 Pokos
- **PIKMIN GENERATED:** 0



Bomb-rock-carrying spiders charge at your Pikmin and pilots as soon as their explosives are triggered and the countdown has begun. When you see a Volatile Dweevil, gather your Pikmin and run. The good news is that once a Volatile Dweevil's bomb-rock detonates, the creature will be history.

Water Dumple

11

- **SIZE:** 40mm
- **ATTACK:** Eats Pikmin
- **PIKMIN NEEDED:** 5
- **VALUE:** 3 Pokos
- **PIKMIN GENERATED:** 5



The swimming version of a Dwarf Bulborb has a large mouth and a big appetite. Since Water Dumples are blue, they blend in with the water. Squash them with blue Pikmin or draw them out of the water and hit them with purples. Beware—they can spot you from a greater distance than other enemies can.

Watery Blowhog

14

- **SIZE:** 52mm
- **ATTACK:** Sprays water
- **PIKMIN NEEDED:** 7
- **VALUE:** 4 Pokos
- **PIKMIN GENERATED:** 8



You can tell a Watery Blowhog by its blue snout. The beast spits water and causes non-blue Pikmin to be lost in bubbles. If you're traveling with a large Pikmin army, swarm the Watery Blowhog and be ready to save bubble-bound soldiers with your whistle.

Withering Blowhog

18

- **SIZE:** 74mm
- **ATTACK:** Blows away Pikmin
- **PIKMIN NEEDED:** 0
- **VALUE:** 0 Pokos
- **PIKMIN GENERATED:** 0

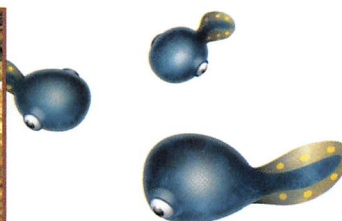


The Withering Blowhog can exhale with so much force that it blows the bloom off a Pikmin and turns it into a leaf-bearing sprout. After you battle one of the beasts, chances are your troops will be in need of nectar.

Wogpole

45

- **SIZE:** 37mm
- **ATTACK:** N/A
- **PIKMIN NEEDED:** 1
- **VALUE:** 1 Poko
- **PIKMIN GENERATED:** 1



The Sheargrubs of the water swim near your Pikmin and distract the troops, but they don't cause any real harm. If you have time, you can harvest them for minimal sprouts or Pokos. If not, ignore them.

Wollywog

44

- **SIZE:** 48mm
- **ATTACK:** Squashes Pikmin
- **PIKMIN NEEDED:** 7
- **VALUE:** 7 Pokos
- **PIKMIN GENERATED:** 0



Standard Wollywogs are pale because they never get any sun. You'll find them in underground areas exclusively, and often in the water. Attack the hoppers with small squads of tossed Pikmin. If you swarm them, chances are some of your troops will get squashed.

Yellow Wollywog

43

- **SIZE:** 46mm
- **ATTACK:** Squashes Pikmin
- **PIKMIN NEEDED:** 7
- **VALUE:** 5 Pokos
- **PIKMIN GENERATED:** 8



Almost always found in the water, the Yellow Wollywog is more vicious than it looks. Toss blues at the beast and be ready to call your troops to your pilot if they are thrown off. The reward for capturing an above-ground Yellow Wollywog is eight Pikmin.

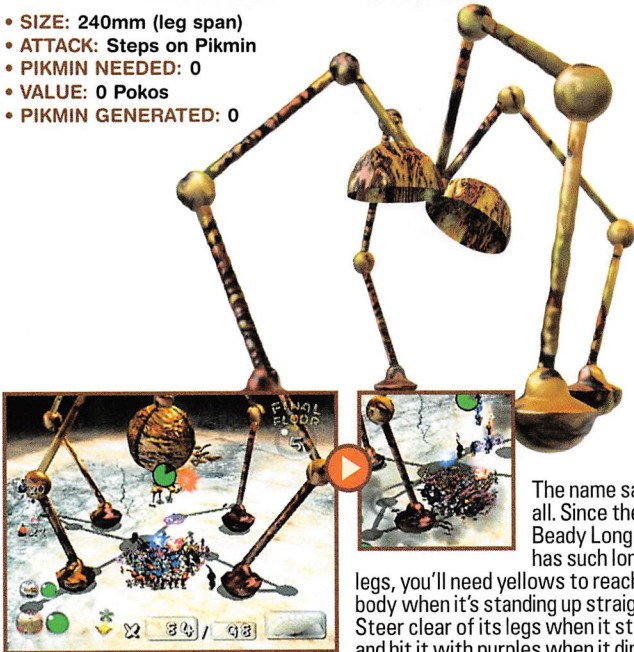
Boss List

Every underground area leads up to a battle with a very big creature, and some advanced caves introduce you to the beasts in mid-cave sublevels. You'll fight them for treasures.

Beady Long Legs

72

- **SIZE:** 240mm (leg span)
- **ATTACK:** Steps on Pikmin
- **PIKMIN NEEDED:** 0
- **VALUE:** 0 Pokos
- **PIKMIN GENERATED:** 0



The name says it all. Since the Beady Long Legs has such long legs, you'll need yellows to reach its body when it's standing up straight. Steer clear of its legs when it stomps, and hit it with purples when it dips.

Burrowing Snagret

71

- **SIZE:** 350mm (give or take)
- **ATTACK:** Eats Pikmin
- **PIKMIN NEEDED:** 5
- **VALUE:** 10 Pokos
- **PIKMIN GENERATED:** 15

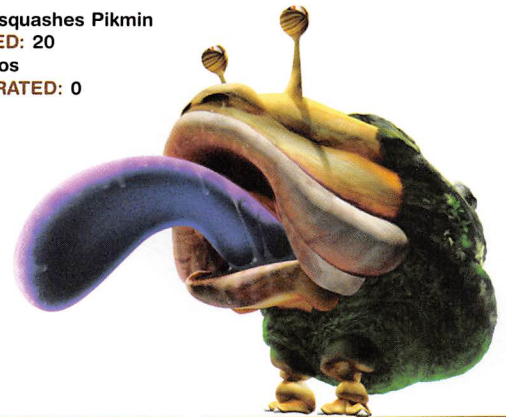


The Burrowing Snagret's weak spot is its head. Toss Pikmin at the bird-snake's skull as it's emerging from the ground, and let them go to work on the beast. Call them before they're shaken off and prepare for another assault.

Emperor Bulblax

73

- **SIZE:** 130mm
- **ATTACK:** Eats/squashes Pikmin
- **PIKMIN NEEDED:** 20
- **VALUE:** 15 Pokos
- **PIKMIN GENERATED:** 0

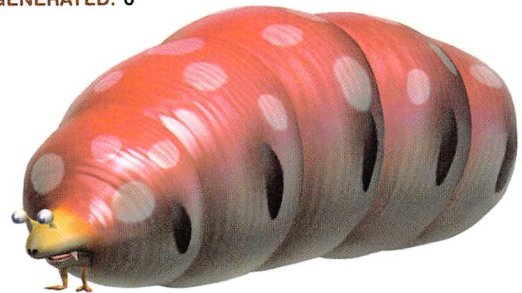


The Emperor Bulblax's most distinguishing feature is its huge purple tongue. If your Pikmin are anywhere near the boss's mouth when it unleashes the tongue, they'll be devoured. In some cases, you'll be able to entice the large creatures into consuming bomb-rocks, which will stun them.

Empress Bulblax

70

- **SIZE:** 480mm
- **ATTACK:** Squashes Pikmin
- **PIKMIN NEEDED:** 20
- **VALUE:** 15 Pokos
- **PIKMIN GENERATED:** 0



The rolling wonder squashes Pikmin and its own larvae. Attack one end of the creature by tossing a small group of purples at it, but call them to your pilot's side before it shakes them off. If they are thrown off, they may land near the creature's rolling midsection.

Giant Breadbug

74

- **SIZE:** 75mm
- **ATTACK:** Snatches items
- **PIKMIN NEEDED:** 10
- **VALUE:** 10 Pokos
- **PIKMIN GENERATED:** 0

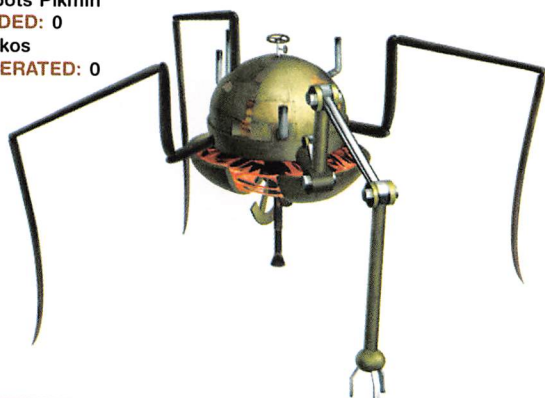


Only purple Pikmin can stomp the Breadbug boss. The best way to damage it is to beat it in a game of tug-of-war. Have your Pikmin grab the item that the bug is trying to take into its hole, and carry the prize to the ship. When the ship sucks it in, the Breadbug will be sucked upward, too, and hit the bottom of the ship.

Man-at-legs

76

- **SIZE:** 170mm (leg span)
- **ATTACK:** Shoots Pikmin
- **PIKMIN NEEDED:** 0
- **VALUE:** 0 Pokos
- **PIKMIN GENERATED:** 0

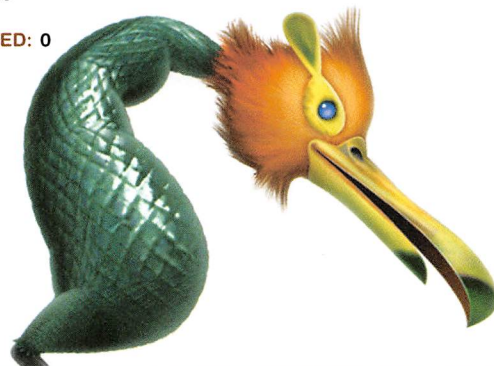


Lasers and machine-gun fire give the Man-at-legs the edge over any other spiderlike creature. Seek shelter when the mechanoid is in firing mode, then toss Pikmin at its body. Only when the body sinks to its lowest point will you be able to hit it with purples.

Pileated Snagret

75

- **SIZE:** Approx. 400mm
- **ATTACK:** Eats Pikmin
- **PIKMIN NEEDED:** 5
- **VALUE:** 15 Pokos
- **PIKMIN GENERATED:** 0



You'll encounter the Pileated Snagret on the final floor of the Snagret Hole. It's nastier than a Burrowing Snagret, and it hops, too. Toss Pikmin at the creature's noggin, call them after they're thrown, and keep your troops away from the boss's beak.

Raging Long Legs

80

- **SIZE:** 270mm (leg span)
- **ATTACK:** Steps on Pikmin
- **PIKMIN NEEDED:** 0
- **VALUE:** 0 Pokos
- **PIKMIN GENERATED:** 0

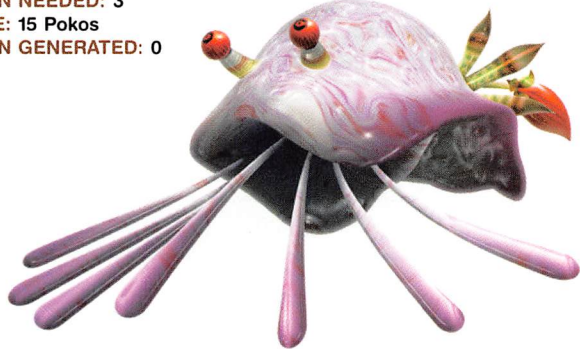


Even though it's the largest spidery beast around and its stomping feet are huge, you'll be able to beat the Raging Long Legs with relative ease. Its body is large, low and easy to hit. Center yourself beneath it, attack with purples and be ready to pick up the pieces quickly after it shakes them off.

Ranging Bloyster

77

- **SIZE:** 211mm
- **ATTACK:** Eats Pikmin
- **PIKMIN NEEDED:** 3
- **VALUE:** 15 Pokos
- **PIKMIN GENERATED:** 0



Several tongue-like feelers on the Ranging Bloyster extend from the creature's mouth and seek out Pikmin that match the color of the bulb on its behind. Split your forces into two armies on opposite sides of the arena, and take turns switching to the team that has a good shot at the bulb.

Segmented Crawbster

79

- **SIZE:** 210mm
- **ATTACK:** Crushes Pikmin
- **PIKMIN NEEDED:** 20
- **VALUE:** 15 Pokos
- **PIKMIN GENERATED:** 0



Although the Segmented Crawbster is invincible when it's rolling, the beast will be vulnerable for a few seconds after it hits a wall and lands on its back. Steer it into the wall and be prepared to toss Pikmin at its belly after you dodge a few falling boulders.

Titan Dweevil

81

- **SIZE:** 322mm (leg span)
- **ATTACK:** Shoots water, emits poison, produces electricity and flames
- **PIKMIN NEEDED:** 0
- **VALUE:** 0 Pokos
- **PIKMIN GENERATED:** 0



The leader of the Dream Den, and Louie's captor, is equipped with an arsenal that produces hazards of all varieties. Since the creature is very tall, you'll have to start by targeting its weapons with high-flying yellow Pikmin. Be ready to rescue them when they're in need, and have your pilot sidestep the hazards.

Waterwraith

78

- **SIZE:** 112mm (height)
- **ATTACK:** Squashes Pikmin
- **PIKMIN NEEDED:** 0
- **VALUE:** 0 Pokos
- **PIKMIN GENERATED:** 0



The anxious Waterwraith appears before the final floor of the Submerged Castle, but you won't be able to defeat it until you use Violet Candypop Buds to create purple Pikmin on the cave's lowest level. One touch from a purple will make the beast temporarily vulnerable.

Plantlife List

With the exception of Candypop Buds and Pellet Posies, the plantlife of Pikmin 2 rarely figures into gameplay, but Olimar will take note of the curious flora as he interacts with it during the adventure.

Clover

60

The treasure known as the Science Project is a dead ringer for a clover. The only way that you'll be able to distinguish it from the rest is that it'll set off the Treasure Gauge.



Common Glowcap

59

Providing illumination in dark areas, the Common Glowcap is a wonder to observe. Olimar notes that the mushroom's glow comes from a compound called Hocotatium 111.



Crimson Candypop Bud

47



Toss five Pikmin of any color into a Crimson Candypop Bud; the flower will produce five red Pikmin sprouts.



Dandelion

62

Dandelions grow like weeds in many of the world's above-ground areas, even sections that have no other foliage.



Fiddlehead

68

The swirl at the top of the fiddlehead gives the plant its name. In his notes, Olimar remarks that the fiddlehead looks like the spring from the ship's sub-light engine.



Figwort

61

Among the most beautiful and robust species of plantlife in the world, the figwort was originally blue, but it has evolved into a flower with a reddish hue.



Foxtail

65

Tall foxtails give any field rustic beauty. The feathery foliage grows thick in places where the sun shines and the weather is warm.



Glowstem

66

Even more luminous than Common Glowcaps, Glowstems give the adventurer light in dingy areas. Olimar likens them to the street lights on Hocotate.



Golden Candypop Bud

48



The rare Golden Candypop Bud transforms any Pikmin type into yellow Pikmin sprouts.



Horsetail

64

Much like the foxtails, horsetails are tall and majestic. They thrive in soil that doesn't have enough nutrients for other types of plants.



Ivory Candypop Bud

50



The only way to get white Pikmin on your squad is to use an Ivory Candypop Bud. One bud produces up to five pale sprouts.



Lapis Lazuli Candypop Bud

46



A Lapis Lazuli Candypop Bud is a sign that water is near. It creates blue Pikmin.



Margaret

67

When you see the Margaret, you may think for a moment that it is a Creeping Chrysanthemum in hiding. You'll be pleased to know that it is but a beautiful flower, though its eye is to be avoided.



Pellet Posy

58



It takes just one Pikmin to cut down a Pellet Posy, but often several Pikmin must carry its Pikmin-producing pellet to an Onion.

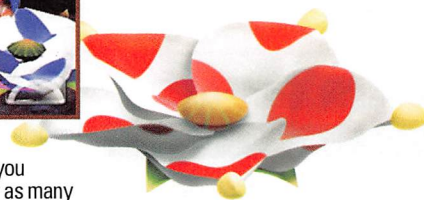


Queen Candypop Bud

51



Throwing one Pikmin into a Queen Candypop Bud will let you raise the Pikmin population by as many as eight little troopers. Its petals cycle through Pikmin-corresponding colors.



Seeding Dandelion

63

A Dandelion waiting to bloom gives you a glimpse of the many stages of foliage in the world of Pikmin 2. Run through one to release its seeds.



Shoot

69

Among the most common types of foliage are the shoots. They offer splendid atmosphere in often-hostile surroundings.

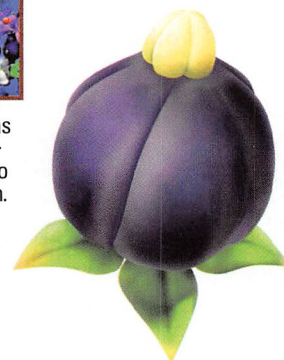


Violet Candypop Bud

49



The most useful Candypop Bud turns Pikmin weaklings into powerful purples. Don't pass up an opportunity to add to your purple Pikmin population.

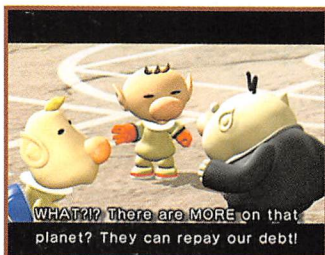




Pikmin 2 Bonuses

Six cinema scenes mark milestones in the game's story. After you pass the milestones and view the scenes once, you can access them from the Bonuses menu. Your accomplishments will also unlock the 30-arena Challenge mode and the Hocotate Freight President as a playable character.

OPENING CINEMA



The game's first cinema sequence refreshes Olimar's original adventure and establishes the premise for his new journey.

GOAL COMPLETION



After the credits, a new adventure begins. The president learns of more treasure to be collected and implores Olimar to go back to the planet to grab it.

! UNLOCK THE PRESIDENT

With Louie gone, the president decides to go to the planet in his place and help Olimar collect the treasure.



DEBT REPAYMENT



After you amass 10,000 Pokos, Olimar will leave the Pikmin's planet and discover that Louie has gone missing.

TREASURE COMPLETION



Once all 201 treasures are in the bag, a glorious cinema scene wraps up the story, as the Pikmin give Olimar and the president a colorful send-off.

CREDITS



The second of three sequences that appear in quick succession shows the names of the game's developers over scenes of Louie alone on the planet.

LOUIE'S DARK SECRET



Perfect completion of every Challenge-mode arena triggers a cinema scene that reveals the fate of a golden Pikmin Carrot shipment.

CHALLENGE MODE



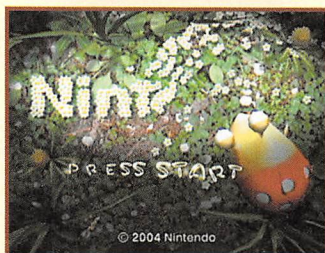
One of the prizes for completing the Citadel of Spiders in the Perplexing Pool is The Key. Once The Key is in your possession, you'll be able to enter Challenge mode at any time.



Sprout Secrets

A couple of kooky Easter eggs add playful fun. You'll be able to access one of them before you start the game. The other one requires that you find every type of Pikmin and build up their numbers.

TITLE-SCREEN SCATTER



The game's title and the word Nintendo are spelled out with flower-bearing Pikmin in formation. By pressing the L and R Buttons, you can have the Pikmin disperse and run around the screen. By pressing the Y Button, you'll send out an Iridescent Flint Beetle; a tap of the Y Button will unleash a Red Bulborb onto the scene. Eventually, the Pikmin will settle down and re-form the words.

PIKMIN-UNITY THEME SONG

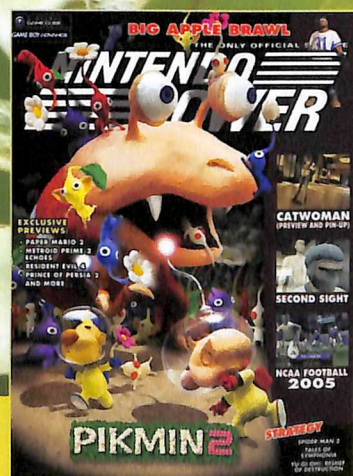
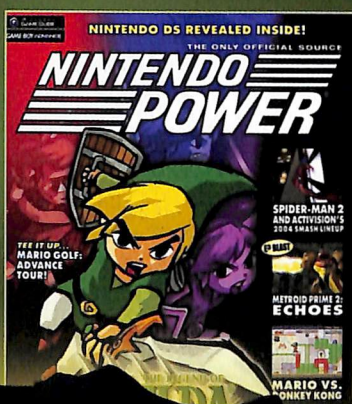
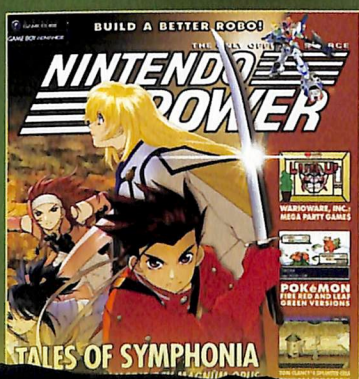


Pull 20 of each type of Pikmin out of the Onions and your ship. The group of 100 little buddies will hum a tune that was used in a Japanese commercial for the first Pikmin game. The song was so popular, it was released as a single that charted in Japan.

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